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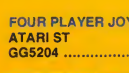
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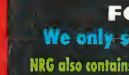
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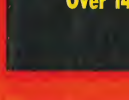
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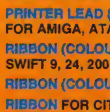
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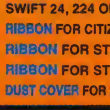


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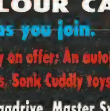
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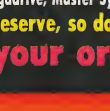
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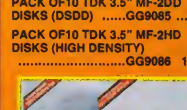
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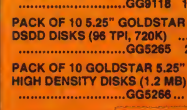
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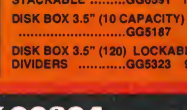
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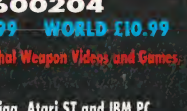
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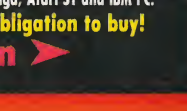
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CONT

6 News

Prime Mover isn't the latest hip-swinging Madonna licence but Psygnosis' biking beauty. We also look at *Captive 2*.

70 Public Domain

17 Bit Software and *Deja Vu* come up with the goods. A couple of super sexy, space-blasting offerings come under examination from our expert in this field, Huw.

101 Boggit's Domain

After being nominated a hundred times or more as Fascist Neo-Nazi Pig of the Year in our Reader Votes for 1992, Boggit celebrates with a new look.

106 Buyer's Guide

Oh golly gosh and jeepers creepers, if it isn't the most concise and reputable guide to games in existence. A quick reference guide for you to peruse at your pleasure.

86 Subscription

12 months of *Amiga Action*, a great game and massive amounts of money saved... it's better than a snog with Cindy Crawford.

88 Budget Games

Will Zeppelin's *Carnage* wreck your life or revive it? Will *VideoKid* prove of more interest than the latest Arnie film?



97 Talkback

Since Nick took on the role of responding to letters, the influx of death threats increased. Please hurry up and execute them!

Lots! Competitions



Amiga Action continues its foray into the universe of totally excellent compos. Firstly, turn to page 50 and win a set of Roland speakers with the Bitmaps. Or, turn to page 73 and win a pair of tickets to the Ideal Computer Exhibition. Alternatively, on page 93, overseas readers get their chance to win some top games (they've been complaining, you see), and on page 96, Elvis poses a problem.



EVENTS REVIEWS

FEATURES

Altern-8, the liveliest pair ever to appear on Top of the Pops, now brighten up the pages of Amiga Action as they tell us through muffled masks about their life, loves and more importantly their forthcoming computer game. News on the sequel to the mighty and most memorable platform game of '92 also bounds into the spotlight. Is it a parody of James Bond? Is it a should-have-been-run-over-a-long-time-ago hedgehog? No, it's the supremely heroic Zool 2.



PLAYER'S GUIDES



No sooner had we reviewed *Dark Seed* from Cyberdreams in the previous issue, than we guide you through this mysterious and very macabre adventure. Don't get spooked by the Giger graphics but get hooked by the rather fabulous gameplay. If French games are more your thing, then we suggest you try Saucy Sabine's Nightclub in Soho. Otherwise, why not turn to our revealing player's guide on Coktel Vision's newly released adventure *Ween*?

COVERDISKS



Knocks the intestines out of US Gold's *Streetfighter II* and snarls menacingly at all other beat'em-ups. What could it be? Team 17's *Body Blows* of course, and we have a two player demo version ready and waiting for you to slap your best mate about in style. Also featured is *Sensible Soccer* gone crazy plus a full game! There's monster action from Thalamus as *Creatures* makes its Amiga debut appearance over two thoroughly enjoyable levels – it really is something to get your fangs into.

CHARTS

In our exclusive look at the Gallup charts this month (okay, exclusive to us, all the other Amiga mags and anyone else who'll pay them a large sum of money), we reveal the new Number One. Has *Streetfighter II* bashed its way to the top, or is *Sensible Soccer* still hanging on for dear life? Also this month, take a look at what's going on in the budget chart world to see if *Alien Breed '92* is still shooting all-comers. It's all here for you to read in the new issue of Amiga Action!



Bards Tale Cons Kit.....24

Create new worlds in this RPG add-on.

Combat Air Patrol36

A Gulf War sim climbs tastefully into the skies.

Creatures40

The old CBM64 favourite makes a return.

Lionheart48

Out of Thalion flows forth sweetness.

Nick Faldo32

Swing your clubs with the Master.

Piracy30

Take to the High Seas and kill loads of people.

Sleepwalker34

Ocean gives us some Comic Relief.

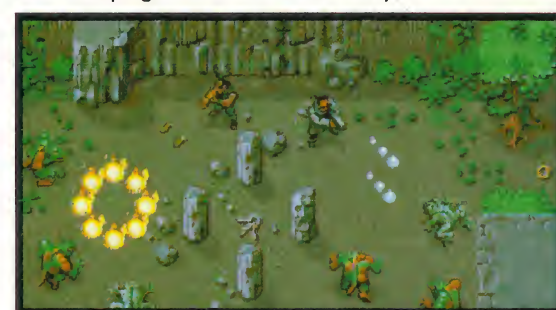


Sports Masters44

Try your hand at a collection of sports.

The Chaos Engine26

The Bitmaps get into Victoriana. Scary.



Transarctica42

See what happens to BR after Privatisation.

Waxworks20

Gruesome horror-based graphic adventure.

Wing Commander46

Space shoot'em-up flies onto the scene.

BLUEPRINTS

Chuck Rock II60

More caveman frolics hit the Amiga scene.

Dong64

Gave us the opportunity for some obvious jokes.

Hired Guns62

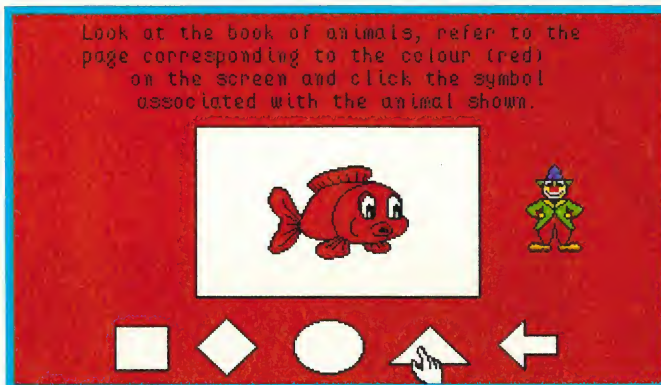
Control four mercenaries in this DMA darling.

Europress' Study ADIs

Europress Software, one of our sister companies and the biggest publishers of educational software in the UK, is releasing *ADI Junior*, a set of educational software packages for 4-5 and 6-7 year olds. The first one, *ADI Junior Reading*, helps with problem solving skills and recognising true or false statements (such as 'I will take you

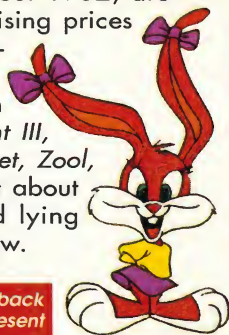
to the Fair tomorrow' etc). The second, *ADI Junior Counting*, teaches basic maths, but luckily not the advanced stuff like figuring out how much cash one can safely nick out of the 5p jar. Also on release in the *ADI* range is a set of computer-based GCSE study aids. The *ADI* range is available on the Amiga for £25.99.

ADI Junior Counting helps juniors count. Pretty snappy title, eh?



Carry a Toon

Silica Systems, famous for those adverts in the computer press which haven't changed since about 1982, are bucking the trend of raising prices and flogging an A500+ *Cartoon Classics* Package for £249. Included in the package are *D-Paint III*, *Lemmings*, *Captain Planet*, *Zool*, *Pinball Dreams* and just about anything else they had lying around. You can get it now.



No, you won't get Warner's back catalogue, but the omnipresent Zool does make an appearance.

Get personal

Those people who are tired of gluing *D-Paint* screenshots together in a vain hope of getting into the Tate will be relieved to know that Micro-PACE UK are releasing a paint and image processing program for the whole range of Amigas. Now, instead of needing eight quick pints to get the full effect from image blur, colour reduction and lying face down in a gutter, you can load this into your Amiga and save buying that next round. You can get the package now for a mere £59.99.

The First Word

Hello again and welcome to the new *Amiga Action*! We hope you enjoy the new issue - we've done our best to bring you the reviews of the latest games, and some unusual features too! This month we take a look at the rave band Altern-8 and their frightening plans for the domination of the computer games industry, the first look at *Zool 2* and the results of our readers' votes for the best and worst games of 1992! Just who was Number 1? Why did Brad Burton only get one vote for Fascist Neo-Nazi Pig of the year? Now you can find out...

Anyway, enjoy the issue and read on...
Regards,

Alan Bunker - Editor

Golden touch

US Gold are crawling into the RPG arena with *Realms of Arkania - Blade of Destiny*. This is based on the top German RPG *Das Schwarze Auge*, and took 20 people a year to complete. In case you don't think spending all day hunched in front of the game is unhealthy enough, US Gold are also releasing the soundtrack on CD, so now's there's no excuse!



This guy is far too old to be involved in the RPG world. Is this the face of the Boggil, perchance?

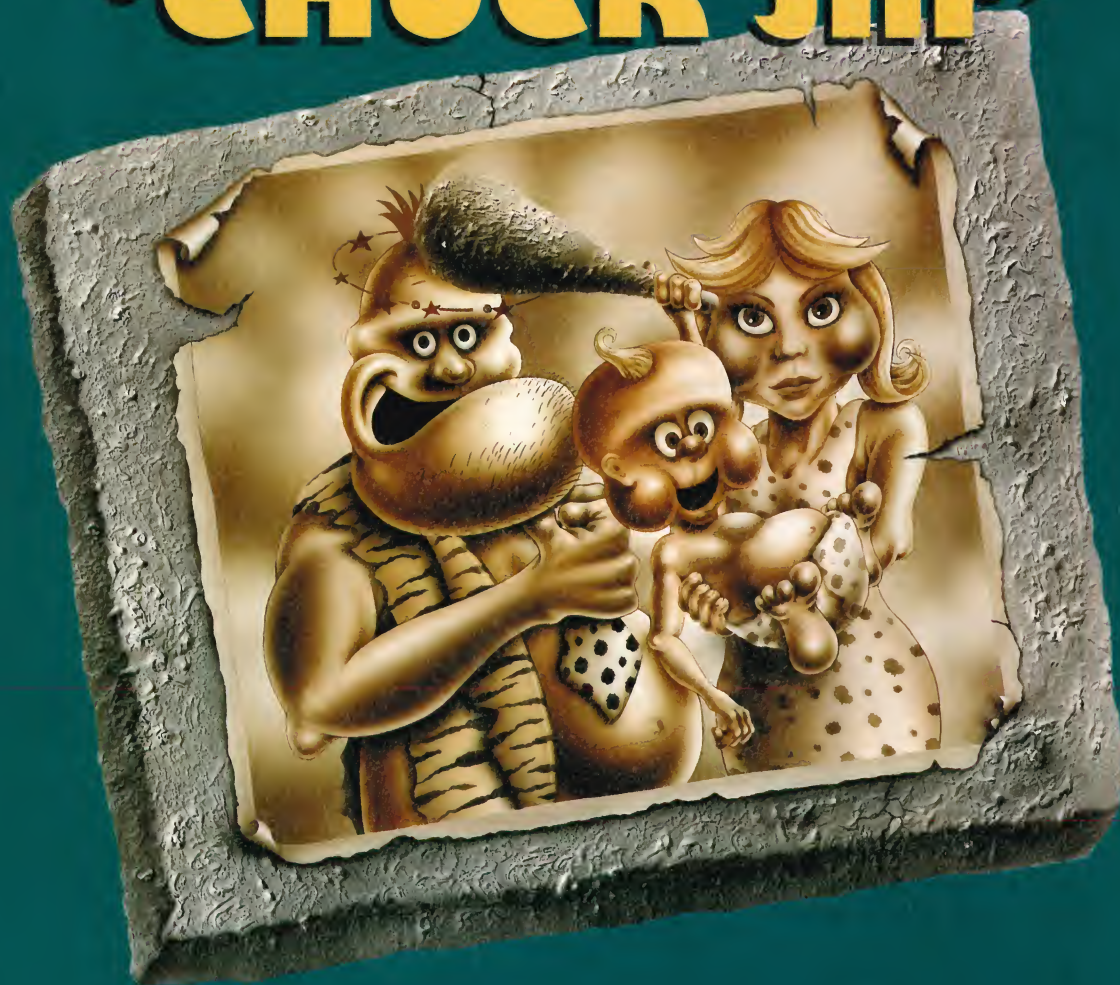
Berlin Hairlift

Violet Berlin, the spiky-haired co-host of the *Bad Influence!* TV show, is set to extend this programme's dominance of the print and airwaves further over the next few months. GMTV (the new TV-AM) is broadcasting a mini-Bad Influence! at the antisocial hour of 7.30am on Thursdays, and Violet has bowed to the inevitable and agreed to host it. The morning BI! features the usual mix of cheats and reviews so now even more of your day can be spent on the mind-rotting activity of sitting in front of a VDU or TV.

Violet Berlin's face seems to be everywhere at the moment. Someone give us the address of her Agent!



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NEWS

Captive audience

Mindscape return to the RPG arena in March with the release of *Captive 2*, the sequel to everyone's favourite *Captive*. Set in the 29th Century, the story features the usual glaring lack of originality we've come to expect in RPGs, but who cares about the story anyway?

Those familiar with *Cyberpunk* as the bastard son of science fiction will be pleased (or manically depressed) to know that *Captive 2* has been set in this environment, and that your task revolves around the subversion of giant corporations, the malfunctioning of robots and various unlikely murders.

Tony Crowther, the game's creator, is keen to reassure everyone that the sequel is quite different to the original though. However, he defends the RPG against attacks that they are all a bit samey: "If you took all the role playing games and put them together, you'd end up with the same game. That's because it works, so why change it?"

Many people would agree with that, saying that is precisely the problem with Role Playing Games, but Tony is quick to defend *Captive 2* against those charges: "It's more than just a role playing game. It's aimed to be more arcadey as well."

But is *Captive 2* going to be a strategy or action game?

"Action, because I love arcade games, but there is a strong mix of role playing as well."

A1200 owners out there may like to prick up their ears at this point, because Tony reckons there's a very good chance of an A1200-specific version, but he wouldn't say when!

Anyway, keep your eyes open for this, and expect it to be released in March, by Mindscape.



The graphics in Role Playing Games is always a major gripe reviewers have. Can *Captive 2* be any better in this area?

Kick Off 3 is not to be!



This screen shot totally fails to tell you anything interesting about the game.

can also play by means of two perspectives (close-up and normal distance). Expect to see this potential giant in about a month, from Virgin.

Dino Dini, the creator of the legendary *Kick Off* footy sim series, is to return to the field soon with the sequel to *Kick Off 2*. In case you are wondering if that implies a *Kick Off 3*, well, you would be wrong – nearly. In fact, the game is to go by the title of *90 Minutes*, and our illustrious Editor is already salivating at the thought (someone get a mop! – Ed.). New features include players who accelerate with the ball, which in turn affects ball control to varying degrees, and pinpoint passing at corners (similar to *Striker*). You



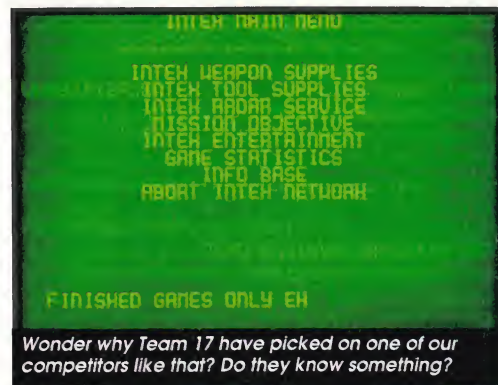
There's nothing better than a machine ripe for a whole load of sexual metaphors.

Leather smoothness

Biker nuts who can't quite afford a top-of-the-range Honda will no doubt be aching to get their hands on the new release from Psygnosis. *Prime Mover* is the name to look out for, and compares with *Super Hang-On* favourably. As the first release from a previously-unheard of development team, the speed and smoothness challenges the likes of even the mighty *Lotus*. Expect to see it soon.

Alien Breeding

A useful little tip has just landed on our desks, concerning the brilliant *Alien Breed '92*, which came in too late for the Small Tips page. Go to the Intex computer console. On the menu screen, try typing in a variety of Amiga games magazine titles (with spaces), and watch the results!



Wonder why Team 17 have picked on one of our competitors like that? Do they know something?

Living in Sim

God-heads out there (David Icke excluded) can quit resting on the Seventh Day and get back to some serious world domination now that *Sim City* has been released in a Deluxe version. Luckily, this means more than playing the game sitting in a red leather armchair by a log fire. In fact the game now comes with a Terrain Editor, and three futuristic cities (USA 21st Century, Europe 2155 and a Moon Base), so save that money on flying to the city of your dreams – pull up a chair and build it instead! *Sim City Deluxe* is available now from Infogrames.

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Pie in the Sky

Sky TV, most renowned for the commercially smart move of giving the Premier League £300million and then watching Channel 4 walk off with their audience, are to jump on to the GamesMaster and Bad Influence! bandwagons and launch a computer games show. Called Games World, it will be on five nights a week (aaarrggghh!!) at 6pm and is aimed at the person 'who doesn't know a Sonic Hedgehog from a GameBoy'. And just who could this mythical individual be? Anyway, look out for the first show on 1st March.



NEWS

The Devil Inside

Gremmlin are set to announce the release of *Litil Divil*, a grandiose yet macabre all-action arcade adventure. You take control of Mad Mo, cast into eternal damnation unless he can discover the Fountain Of Normality. This is no mean feat and involves much in the way of negotiating dark tunnels, solving devilish (or should I say Divilish?) puzzles and generally getting up to no good in the labyrinths of Terratis.

All the usual goodies you expect to help you on your way are there, plus just a few curious thingies that do God knows what. Expect to see some of the best graphics and ingenious gameplay to emerge for a long time. *Litil Divil* hits the stores this March.

This little devil obviously feels the same way about green screen heroes as we all do. Must be something in the air.



Kontax lends solution

Kontax Computers are offering three free Amiga console units (a kind of Amiga desk-tidy) to the first readers who write into us wanting them. (When you write in please state that you do/don't wish to receive any promotional material, and say what machine you have.) These units consist of a monitor and keyboard unit, space for a second drive, and it will keep your cables tidy too! They're available for the A500, 600 and 1200 computers. You can get them from £34.95 from Kontax.



One World Cup

Impressions bounce back after a quiet couple of months with a strategy simulation of an entire planet at each other's throats, called *When Two Worlds War*. Not only do you get the opportunity to lay waste to continents of living beings, but you can also devastate interplanetary space too! Look out for it soon.

Aces high

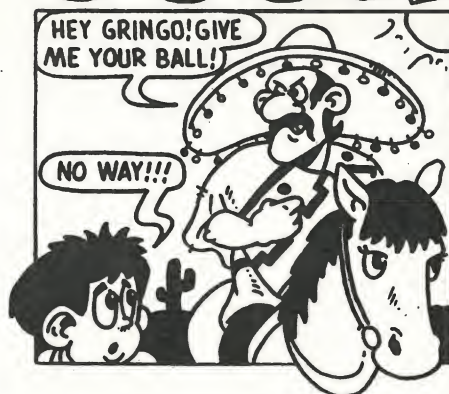
Flight sim companies seem to have a suicidal desire to increase the realism of their products with every release, and this disturbing trend can only have one end - someone standing behind your chair, pumping bullets into your torso while he makes aeroplane noises out of the side of his mouth. To bring this day a little closer, W Industries, the leader in full immersion Virtual Reality systems, has released an interactive flight sim promisingly called *Dog Fight*. As well as the usual fight sim trappings, there's a wide array of completely harmless stuff for you to annihilate, including barrage balloons and trains. Well, it makes a change from putting benches across the railway track, we suppose.



What a supremely ugly person. Virtual Reality obviously has some distance yet to travel.

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LIONHEART

THE GRAPHICS ARE TOP-NOTCH WITH SOME GREAT SPRITES AND PARALLAX SCROLLING, BUT IT IS THE ATTENTION TO DETAIL AND THE AMOUNT OF THOUGHT THAT HAS OBVIOUSLY GONE INTO IT THAT BRINGS IT TO THE TOP OF THE PILE.

STEVE McNALLY - AMIGA ACTION

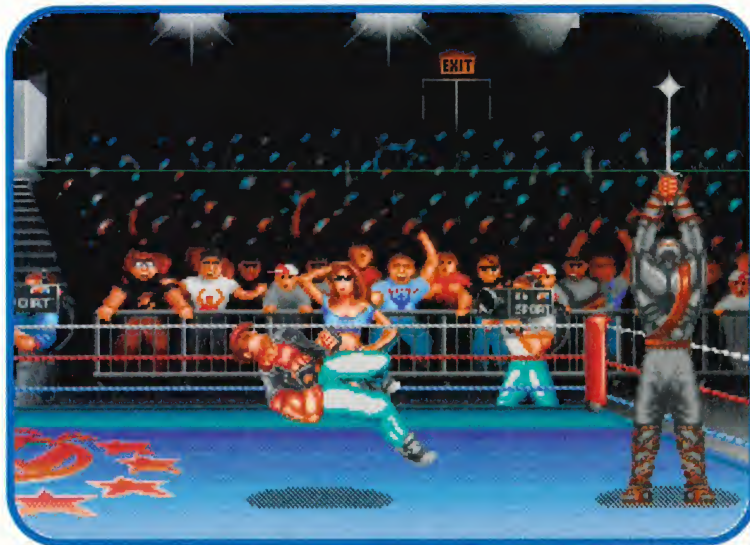
VISUALLY & TECHNICALLY LIONHEART LEAVES ALL OTHER AMIGA AND CONSOLE PLATFORM GAMES BEHIND, I'M AFRAID YOU'RE GOING TO HAVE TO BUY THIS ONE.

MARK RAMSHAW



BODY BLOWS

To load, when prompted type AADemo and press Return. *Streetfighter II* has taken the whole world by storm, but some think that the Amiga version is little more than a load of hot air. Those disappointed with this will be thrilled to bits and pieces to learn that Team 17 have come to the rescue with a game that would knock the stuffing out of a constipated Christmas Turkey! Sixty seconds of red hot action for two. This is not yet in final form, watch out for background animation and a whole host of other features.



▼ The lights are on, and soon anyone who is foolish enough to be home will find themselves in next door's garden with a bruised jaw. Ah well, such is life...



▼ This ninja fellow has the unusual ability to make himself invisible, something which caught a few members of the Amiga Action team unawares. Luckily, you can still just about see him.

What's it all about?

There are two characters in the demo, Nik and Ninja, each of whom has their own set of different moves and secret weapons. The list of moves is just far too great for us to give them all, but all punches and kicks will be thrown in the direction that your

character is facing.

Part of the fun is finding all the different moves and developing your own combative style, but just as a hint the secret weapon can be used by holding down fire and releasing again when the power bar is at

maximum. You'll only get a minute to play the game but we guarantee you'll want to put *Body Blows* on your shopping list afterwards.

Look out for a full review in the next storming issue of *Amiga Action*.

FURMYRE

To load, when prompted type FURMYRE and press Return. Demos are all very well, but we really like to spoil you with a full working game to be going on with. *Furmyre* is a good old blast'em game which involves all the classic features you would expect. For more details, check out PD In Profile elsewhere in the mag. For the lazy amongst you, you can get started by pressing fire and shooting everything in sight. Collect the power-ups and save the day. Simple eh?

Strange furry things are afoot, something the galaxy has not had to worry about since that episode of *Star Trek* with all those weird shaggy footballs in it. (Tribbles - Ed.)



BODY BLOWS
PUBLISHER: Team 17 PRICE: £26.99 TEL: 0924 291867
FURMYRE
PUBLISHER: 17 Bit Software PRICE: N/A TEL: 0924 366982

UNSENSIBLE SOCCER

▲ A bit of a fruit cocktail here we're afraid. Just what possessed Sensible Software to program this apple strudel of a game is beyond us, but it's good fun nonetheless.

What is this, is it some cheeky pseudo-crib of the second best footy-sim in the biz? No, it's from the Sensible people themselves who have come to the awful realisation that it's not cool to be sensible all the time. So, with the hope of restoring street credibility, those not-quite-as-sensible-as-they-once-were dudes have sent you this to make amends! Is it footy at its best or will it offend your sensibilities? Grief, we don't know!



What's it all about?

If you're au fait with the original, then this is easy. The idea is to win by scoring a goal (first to score wins) and claiming a resounding, if not jammy and undeserved victory. The twist to this is that you can be either a team comprising of athletic apples or over-zealous oranges, capably

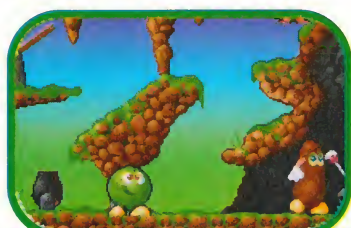
supported by pears in goal.

Simply load up by typing "Demo" when prompted. Select one or two player mode, pick your team and head for the pitch (or pith?). You control the player denoted by the number over his head, and the ball gets kicked with a flick of the fire button,

aftertouch being achieved by manipulating your stick once the ball is away. This takes time and practice, as does dropping the occasional banana! And if all this fruitbowl related excitement is too much for you, you can be Man United instead. Do we spoil you or what?

Creatures created a real splash on the old CBM64 and even then was almost Amiga standard. Many years have come to pass before the Amiga gets a piece of the action, and you can get a taste for it right here with Amiga Action! Yes, not one but TWO levels to tease and titillate; one normal level and one deliciously evil torture screen!

CREATURES



▲ The Creatures nip out for a quick stroll. They may be cute but you wouldn't want to cross them.



▲ You'll come across lots of weird and wonderful places and characters in this colourful platformer.

What's it all about?

Typing C1-DEMO will load in the Torture screen, whilst CDEMO-11 will load in the normal first level. A1200 owners may experience some slight graphic anomalies, but these are nothing to worry about!

The aim of the Torture screen is to prevent your ever loyal pal Chip from getting cut to pieces with a chain saw. A puzzle needs to be solved to do this, but are we giving the game away? No we blooming well are not, don't be so lazy!

The normal level is a more conventional scrolling platformer, with flashing creatures to collect and non-flashing ones to eliminate. These include all manner of nasties, even some who hang out in hot-air balloons! These can be dealt with by shooting them or, by holding down fire and releasing after a few seconds, giving them a good torching. Not a game for the squeamish, but top fun all round, so what are you waiting for? Get going!

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UNSENSIBLE SOCCER
PUBLISHER: Sensible Software PRICE: N/A TEL: N/A
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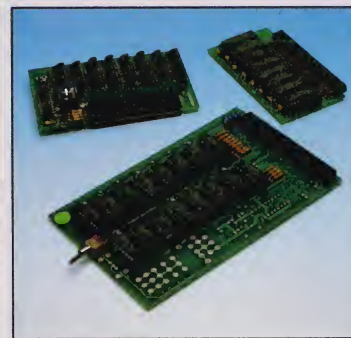


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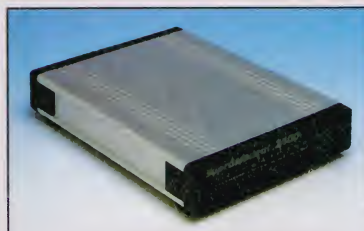
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CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	★	STREETFIGHTER II	US GOLD	£27.99	BEAT 'EM-UP	90%
2	4	SENSIBLE SOCCER 92/93	RENEGADE/MINDSCAPE	£25.99	SPORT	90%
3	1	ZOO	GREMLIN GRAPHICS	£25.99	PLATFORM	96%
4	★	WWF EUROPEAN RAMPAGE TOUR	OCEAN	£25.99	BEAT 'EM-UP	59%
5	★	WING COMMANDER	ORIGIN/MINDSCAPE	£34.99	SHOOT 'EM-UP	80%
6	★	PREMIER MANAGER	GREMLIN GRAPHICS	£25.99	SPORT	90%
7	★	ROAD RASH	ELECTRONIC ARTS	£25.99	RACING	80%
8	★	ARCHER MACLEAN'S POOL	VIRGIN	£25.99	SPORT	91%
9	★	INDIANA JONES - FATE OF ATLANTIS	US GOLD	£37.99	ADVENTURE	91%
10	★	AV-8B HARRIER ASSAULT	DOMARK	£34.99	FLIGHT SIM	52%
11	9	HUMANS	MIRAGE	£29.99	PUZZLE	92%
12	2	PUTTY	SYSTEM 3	£25.99	PLATFORM	88%
13	10	MONKEY ISLAND 2	US GOLD	£37.99	ADVENTURE	95%
14	3	PINBALL FANTASIES	21ST CENTURY ENT.	£29.99	BAT 'N' BALL	95%
15	28	NIGEL MANSELL'S WORLD C'SHIP	GREMLIN GRAPHICS	£29.99	RACING	87%
16	7	LOTUS III - THE ULTIMATE CHALLENGE	GREMLIN GRAPHICS	£25.99	RACING	90%
17	5	CAMPAIGN	EMPIRE	£34.99	STRATEGY	89%
18	13	CIVILISATION	MICROPROSE	£34.99	STRATEGY	92%
19	12	JIMMY WHITE'S WHIRLWIND SNOOKER	VIRGIN	£29.99	SPORT	95%
20	14	FIRE & ICE	RENEGADE/MINDSCAPE	£25.99	PLATFORM	91%

★ = RE-ENTRY ★ = NEW ENTRY

Streetfighter II crashes into the chart and straight into the Number One position for this month. This of course means that Sensible Soccer 92/93 is relegated to a still more than respectable Second. It is certainly a good month for sequels though, as a quick glance shows that three of the top four games are in fact follow ups! The other is of course WWF II, clotheslining its way in at Number Four.

It's nice to see a few older games, such as Civilisation and Fire & Ice still clinging on to their top 20 positions by their fingernails, but they had better watch out for new releases such as Alien 3 and Lemmings 2 which will soon be gunning for their places.



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ACTION REVIEWS

AA cruised the dark alleys of the gamesplaying world this month, risking our honour to bring you the latest releases...

INSIDE...



COMBAT AIR PATROL

Cruise over Kuwait and peer into the eyes of the world's most famous fascist... then drop a bomb in his lap. Hasta la vista, baby! **p36**

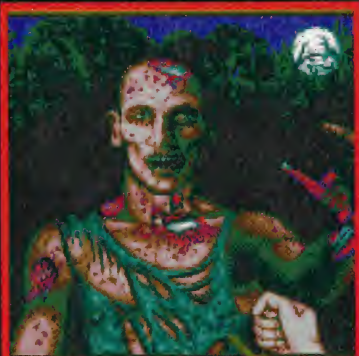


WE ALSO CAST A KEEN EYE OVER

The Chaos Engine, Piracy, Transarctica, Wing Commander, Sports Masters, Nick Faldo's Golf, Creatures, Lionheart and Bard's Tale Construction Kit.

SLEEPWALKER

It's that time of year when everybody wears silly noses and gives away loadsadosh. What better way to donate than buying Ocean's Comic Relief licence. **p34**



WAXWORKS

More horrific than Gary Oldman, more stimulating than Winona Ryder. Gore in its gruesome form and sure to shatter anyone's nerves. **p20**

HOW WE RATE THE GAMES...

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Chris Roberts
PRICE: £34.99

SCORING

GRAPHICS	88%
SOUND	84%
PLAYABILITY	76%
DIFFICULTY	AVERAGE

Do you want the bad news or the good news first? Well, here's the bad news. On a 500 the game is a bit of a tragedy. What should have been a thrill-packed excursion to the outer reaches and beyond is a about as exciting as a Sunday afternoon drive down to Granny's place. The good news is that if you have access to a 1200 you have the chance to play what is in my opinion, one of the finest games of all time - your life will never be the same again.

REVIEWED BY: Steve

SECOND OPINION

Good space-age flight sim with an added dash of shoot'em-up to boot. The flight sim concept has gone one stage further, which is good for the future. Top stuff: bad, launch and go!

OPINION BY: Huw

OVERALL SCORE

80%

Second Opinion

On some reviews, another member of the Amiga Action team will give a brief idea of what he thinks.

Release details

You will find out who is releasing the game, how you can contact them, and the price.

Graphics

Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

Sound

Scored in a similar way to Graphics

Playability

Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

Difficulty

We now rate the games according to the following categories: A Cinch, Easy, Average, Spot On, Tricky, Very Hard and Variable. Zool might score something like Average.

Comment

Find out our overall impression of the game here, and whether it's worth buying or not.

Overall Score

Our overall impression of the game, incorporating all the factors above. Anything over 80% is worth a look.

RELEASE DATES

Bard's Tale: Out Now
Chaos Engine: 22nd Feb
Combat Air Patrol: 8th March
Creatures: Early March

Lionheart: 20th Feb
Nick Faldo: Out Now
Piracy: Out Now
Sports Masters: Out Now

Transarctica: Feb 22nd
Waxworks: Out Now
Wing Commander: Out Now

ACTION REVIEW ADVENTURE

Madame Tussaud's has got nothing on this gruesome place. Turn back now or be cursed forever.



▲ Treading through the graveyard is not a good experience, especially when zombies insist on rising from the ground.



1 From your uncle's house, you decide to venture into the Egyptian waxworks for your first gory experiences.



2 You come across a chamber filled with vases, parchments... and a dead body! Take that dagger.



3 A wandering guard confronts you. Whip out your dagger and click madly on the fellow's body to hit back.



4 Once you've slain someone, search them for useful artefacts and weapons such as swords!



5 Continuing your lengthy exploration, it doesn't take long to realise that you're very lost. This looks familiar.



6 Before you know it, you've set off a trip wire and a pair of blades slice through your fleshy torso.

WAXWORKS

You may enjoy the occasional Stephen King chiller or lust after more bloodthirsty Clive Barker tales but who do you turn to for an eye-watering, hair-raising, spine-tingling experience on the Amiga?

The aptly named Horrorsoft have long provided the supernatural offerings for us all. Both *Elvira* and its sequel satisfied ghost-hunting adventurers

worldwide but now Horrorsoft depart from big breasts (I'm sorry, I don't mean to sound sexist and perverted but the doctor said I had to get it off my chest) and place only you in the starring role.

Waxworks is a mouse-controlled escapade through time in a crusade to lift an ancient curse from your family. I won't explain in detail but it involves you entering your recently deceased uncle's haunted waxworks and exploring four environments he's created within.

The difference here in comparison with *Tussaud's* is that your uncle has a problem with inanimate objects refusing to stay that way. When entering a world within the house, you'll find yourself pounced upon by the various unfriendly inhabitants. Basically, you're in trouble.

Ripper to shreds

So what can you expect to encounter? As I said, there are four worlds: Egyptian, London during the time of Ripper, Graveyard world and the mining corridors and caves under the house. Each area has its Hadesful of evil foes and missions to complete.

If you've ever played *Elvira*, the control system is the same, easy method. Just click on directional arrows to move, click on objects to examine them



ORKS

► An intricate network of mineshafts below the house is home to an endless number of weird and dangerous creatures.



▼ The wall will lift out of the way once you've solved the problem of the pentagram. But what is the problem?



and prompt a short list of options with which you can also manipulate them, and click on enemies in the main play area window to attack with your chosen weapon. Let's hope your mouse button is really well oiled!

Do the spooky, kooky

Credit should be given to the game's creators for devising a control method that is commendably accessible to everyone. You don't even have to use a second mouse button and the keyboard is made

redundant except for turning off the spooky music and enhancing sound effects.

There's a lot of mapwork to be done when tackling *Waxworks*. In particular, I've spent most of my time negotiating the Egyptian stages and without my trusty pen and wad of paper, I would still be lost in there right now! Thankfully, I made it out and live to tell the story to you.

The puzzles within the game vary between

simple to quite tricky. If anything, there is perhaps a shortage of problems and you will find being a member of your local orienteering club of more value than being part of Mensa. At least *Waxworks* can be explored within the dryness and warmth of your own secluded bedroom. And you don't have to suffer the embarrassment of your mates sending out a search party if you get really lost – you just pull out the plug instead!

A
AMIGA ACTION
ACCOLADE

Walk like an Egyptian

Pick up an object from the main window.

Summon your uncle for help and advice.

Here's your man in his 'Come and get me' pose.

Move in the direction of the highlighted arrows.

A number representing your hits on the enemy.

Your whole inventory and messages box.



List of inventory if not already shown.

Compass directions instead of arrows.

Select a weapon from your possessions.

Draw your weapon and go into attack!

All possible actions are displayed here.

A number representing the enemy's hits on you.

Death of a nephew

By blades...



By falling rocks...



By spikes...



By alligator...



By surprise...



If things are looking bleak, there is one useful option which doesn't include a sharp knife and upturned wrists. Your uncle is a clever chap and can be summoned for help if you think you need it. By casting your hands over a crystal ball given to you before your quest, your uncle will appear to answer your limited number of listed questions appropriate to the current circumstances.

Crystal clear

Talking to your crystal ball, though, costs psychic energy which is measured by a number at the bottom of the screen. In other words, you haven't got endless amounts of assistance! Sorta like the Citizen's Advice who are alright for a while but get fed-up with you after five minutes.

Also displayed at the base of the screen are your Hit Points. When struck by an enemy, your HPs reduce. You guessed it – when the number reads zero, you're destined for a wooden box buried six feet under the ground. So remember to frequently save your position.

Waxworks, like all graphic adventures these days, arrives on a lot of disks. The 10 floppies will drive you absolutely crazy if you haven't at least got an external drive. Thankfully, with an external, disk swapping is minimised quite extensively.

Of course, a hard drive is by far the most effective way of playing the game but you'll need plenty of space so be prepared to delete your other favourite adventure games and flight sims.

Waxworks recaptures the eerie atmosphere of the first *Elvira* which I thought was missing a little in the modern, urban setting of *Elvira II*. This is more stereotypical with its 'explore a haunted house on the top of a hillside' scenario and is, consequently, notably nail-biting.

The sub-settings attack a person's basic fears too, from being stalked through the narrow streets of the capital to treading warily through a graveyard and so on.

And as for the gory graphics... I'm surprised the usually over-sensitive censors didn't slap an 18 certificate on it!



ON THE SOAPBOX

Call me a traditionalist but I still prefer the adventure gaming system of five or more years ago. You know, where commands were typed in via the keys, where you were able to try absolutely anything because you were given the freedom of the keyboard. OK, so you could spend ages trying to discover one particular word that was the vital instruction for you to progress but that was the fun of it.

Nowadays, the commands are set out before you which, to me, makes it blatantly obvious what you have to do. Where's the experimentation, the mystery? Take *Waxworks* for example, you collect an object and the intrigue of what to do with it is taken away from you because the three or four options are there in black and white. Have we let fancy graphics take away the true meaning of what adventure games are... were all about?

In the past, you would arrive at a closed door. By keying in instructions, you could try 'Look through keyhole', 'Knock on door', 'Listen at door', 'Unlock door', 'Smash door', 'Examine door' and so on, never knowing what the result might be. In adventures of late, you're lucky to have more than a couple of options because it's menu-driven. How can menu-driven adventures be more exciting?

Let me know what you think by writing in to: Adventure Soapbox, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. I look forward to reading your thoughts, comments and views on the matter. It'll be interesting to read about how you feel.

THE LOW-DOWN

PUBLISHER: Accolade
CONTACT: 081 877 0880
TEAM: Mike Woodroffe & Co.
PRICE: \$29.99

S C O R I N G	
GRAPHICS	90%
SOUND	84%
PLAYABILITY	91%
DIFFICULTY	SPOT ON

Instantly recognisable as a Horrorsoft creation due to its high quality graphics and familiar screen presentation, you know you've got an enjoyable and challenging task ahead of you from the start. Frighteningly gruesome every minute of the way, *Waxworks* will give you more chills than sticking your head in an Eskimo's fridge. A marvellous piece of adventuring that's like being part of the latest John Carpenter movie.

REVIEWED BY: Alan

SECOND OPINION

Superb and better than the *Elvira* series. There are masses of locations to explore and the atmosphere is intense and overwhelming. I can't see any real flaws so I'll give it my seal of approval!

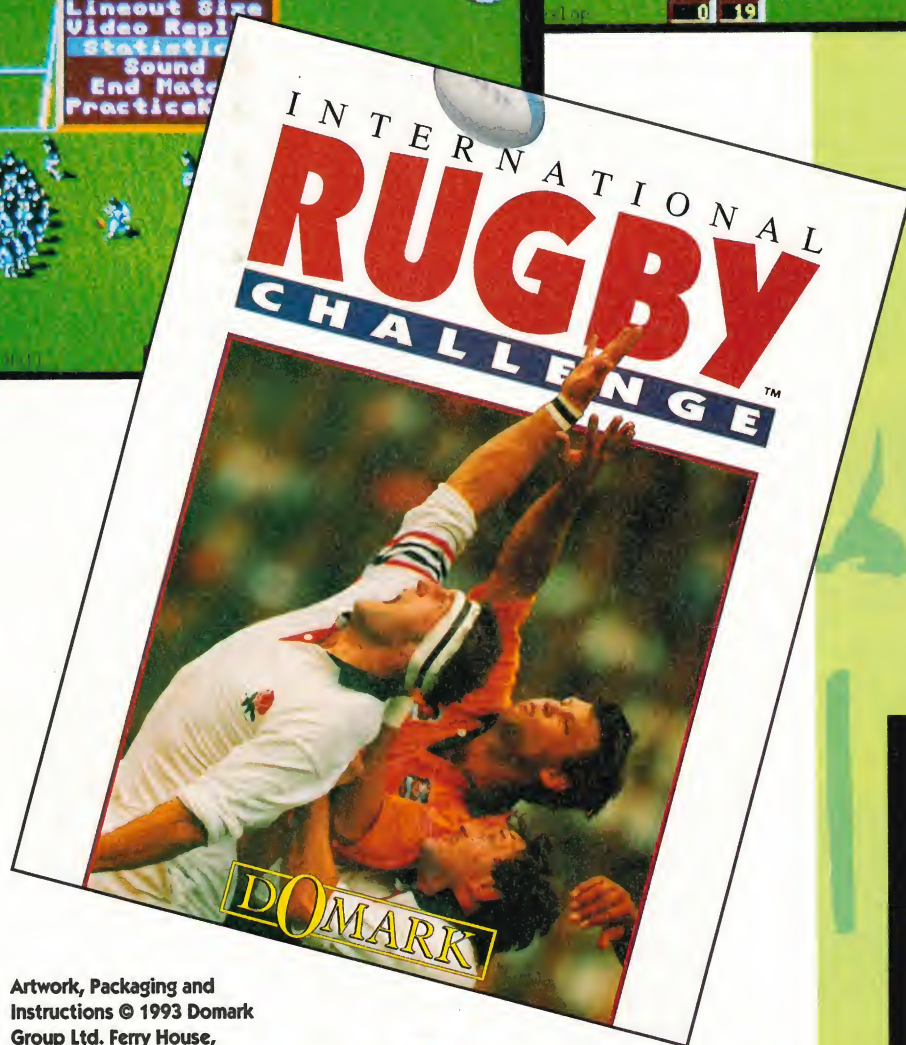
OPINION BY: Steve

OVERALL SCORE

91%

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Programming by Oxford
Mobious. Produced by Kris
Hall and Nathaniel Wilson.

DOMARK



IBM PC Screenshots

ACTION REVIEW UTILITY

You've tried other people's dungeons, now venture forth into your own.

BARD'S TALE CONSTRUCTION SET



► You can import your own creature drawing using D-Paint, but don't worry if your effort is not as good as mine.



▲ This is where it all happens. All of the options needed to create your own little version of paradise can be accessed from here.

Welcome once more weary travellers to the land where tales are often told, and songs are frequently sung about the brave deeds carried out in creature-infested dungeons, or in lands once thought to exist only in the over-active imaginations of sailors who had been at sea for a bit too long.

There is a difference on this visit though. Now you are the Dungeon Master and must create your own worlds of fantasy and adventure. You must construct your dungeon, place terrifying monsters inside and devise fiendish traps designed to bring the untimely demise of any warrior brave and fierce enough to take on your challenge.

The *Bard's Tale Construction Set* is basically what the title says, a construction utility that



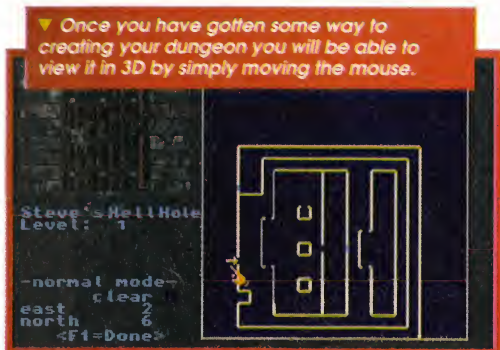
breathes new life into what is one of the best role-playing series of all time. This addition gives you the ability to let your imagination run riotously free so you can create your very own dungeons, with the walls, doors and traps exactly where you want them. Makes the game easier at least!

As well as the items, spells and monsters which were part of the original series, you are given the option to design your own, and in the case of the creatures it is even possible to design them in *D-Paint* and import the pictures into the actual game.

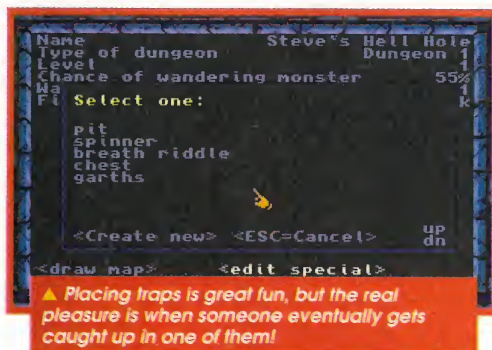
Draw a blank

Designing the dungeon is simplicity itself. You will be given a blank area on which to create your dungeon, and you just select the particular item you want, such as a wall, and click the mouse in the area you want to place the object. Doors, secret exits, and just about any other object you care to imagine are placed in exactly the same way.

Designing and making new creatures is probably the most enjoyable part of the whole thing. You can decide on absolutely everything, from the amount of damage caused by a direct hit, to the message you receive upon taking a hit. Unfortunately, unless you are the artistic type, your *D-Paint* drawings of your characters will probably not be up to scratch, but who's to say that there is any harm in being attacked a group of four wobbly lines, eh?



▼ Once you have gotten some way to creating your dungeon you will be able to view it in 3D by simply moving the mouse.



▲ Placing traps is great fun, but the real pleasure is when someone eventually gets caught up in one of them!

THE LOW-DOWN

PUBLISHER: Electronic Arts
CONTACT: 0753 549442
TEAM: Interplay
PRICE: £29.99

SCORING

FEATURES	80%
SOUND DESIGN	N/A
GRAPHICS DESIGN	N/A
EASE OF USE	90%

The level of detail in the *Bard's Tale Construction Set* has to be its major plus point. You can alter nearly every single aspect of the game world, thus bringing about a tremendous feeling of satisfaction when you see the finished product working. Ease of use is the vital aspect here and you cannot fault this as within half an hour you will have pretty well completed the dungeon. If you are tired of the *Bard's Tale* RPGs, this may be just what you need.

REVIEWED BY: Steve

SECOND OPINION

I was a bit disappointed to see that you needed to use *D-Paint* to build the graphics, but I soon got used to the idea. All in all, this is a useful addition to the *Bard's Tale* series.

OPINION BY: Nick

OVERALL SCORE

80%

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I'M GONNA
ASK JUST ONE
MORE TIME...

THAT'S
IF YOU LIVE
LONG ENOUGH
PAL!

'BOUT
TIME YOU
SAW MY
POINT OF
VIEW.

THWOK!

NOW...
WHERE'S
APEX?

LATER...

NICE LITTLE
WORK OUT YOU
PREPARED
PROF...

YES
AND NOW WE
KNOW WHERE
APEX IS.

... THE
REAL ACTION
STARTS!

AFTER A FEW
MODIFICATIONS
TO YOUR GENETIC
MAKE-UP.

HEY SCOTT,
IT'S TIME TO
HIT THE
CITY!

C'MON YOU
GUYS - I JUST
GOT APEX IN
MY SIGHTS.

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SUPER HERO
ALL DAY!

YEAH!
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PSYCHOSIS

ACTION REVIEW ARCADE ADV

How have the Bitmaps handled their return to Victorian Values? This is the place to find out...



THE CHAOS



The Chaos Engine lurks behind the white-starched linen and soap-scrubbed facade of Victorian respectability. Dr Jekyll's concoction steamed and bubbled with sinister promise, the smog swirled around the Ripper's cloak as another dark crimson ribbon streamed into the gutter and the raw underbelly of life existed in an opium-induced delirium. In this world, the Chaos Engine exists...

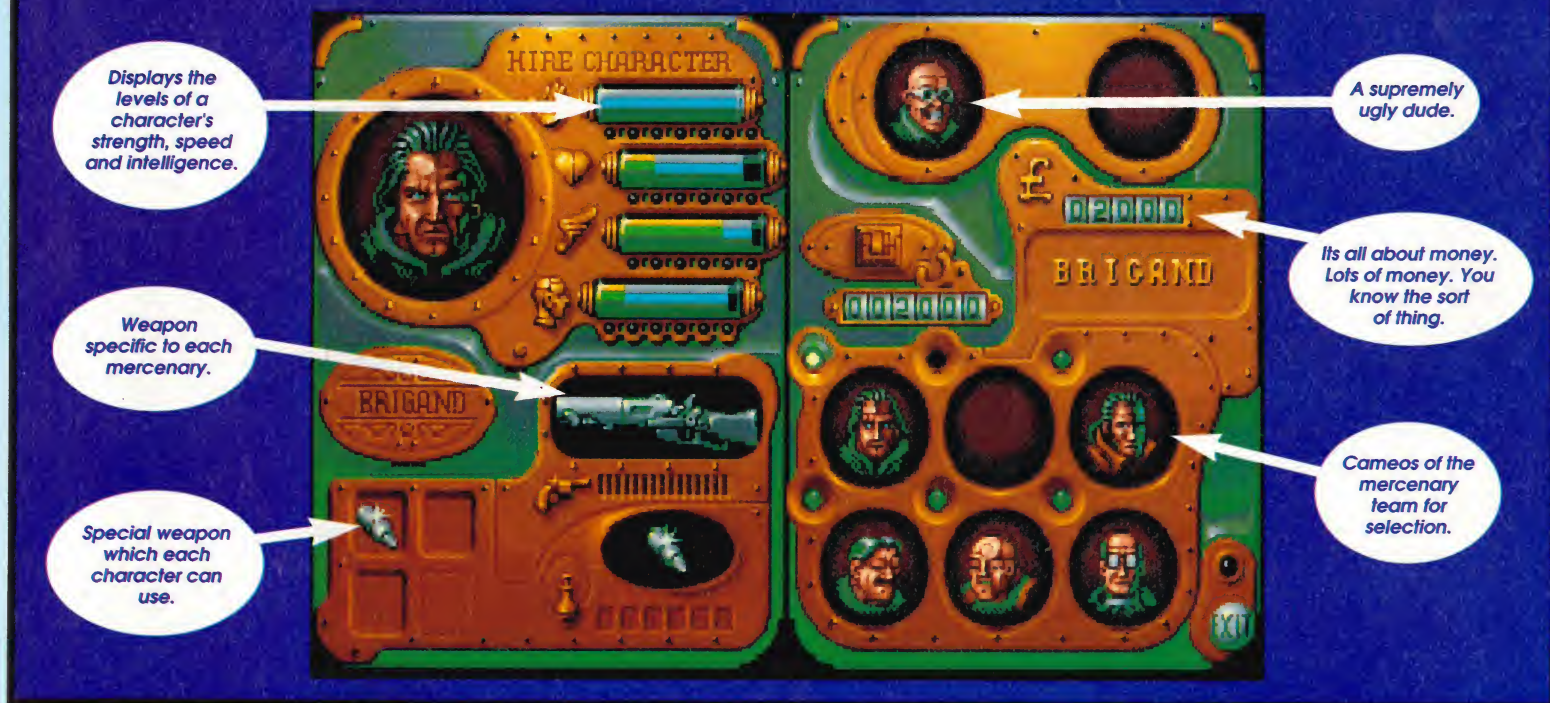
The Chaos Engine is a strange video game incarnation, splicing the feverish scribbles of Edgar Allen Poe and the heroic tales of H.G. Wells. It embodies the Victorian bravado that if machines

could take one to the coast in two hours, one could feasibly travel to the moon, burrow to the Earth's core... or destroy the very fabric of civilization.

In a typically Wellsian account, we learn that a recently demised monster of Tyrannosaurus-like proportions has been discovered in a quarry in the home counties. Dubbed by the press as "the Monster of Maidenhead", the beast is a total mystery. Until, in a city tavern, a half-crazed fellow describes a sinister experiment carried out by a team of scientists sponsored by the fabulously wealthy Baron Fortisque to a group of mercenaries.

The machine was capable of generating the

Chaos Theory



▼ When fighting, it's always a good idea not to box yourself into rocky gorges.



▼ The array of weaponry at your disposal in The Chaos Engine is awesome.



ENGINE

primeval soup which all life is made from. One scientist, crazed by this power of powers, corrupted the Engine by altering the matrices that controlled this massive machine and was able to feed back the esoteric results of its calculations of time and matter.

Now the engine could generate a spontaneous corruption of time and matter, producing strange mutations... with the Maidenhead Monster being an example of its awesome capabilities.

The machine, based at the Fortesque Estate, continues to generate beast after beast each more mutated than the last, with the engine creating a legion of guards and protectors. This spelt the beginning of the end of civilization...

Mercenary characters

But what of this group of mercenary characters who learned of this awesome story? A strange, corrupt, untrustworthy and motley crew greedy eyes glistening at the thought of the fabulous Fortesque fortune in that deserted mansion estate. Unable to trust each other, they signed a pact, a binding contract, that none of them could successfully complete the mission without the other.

A pulsating, thumping music score pumps out of the wholly inadequate monitor speakers – if ever there was a reason for getting those decent stereo speakers for the Amiga, now is the time!

The music, with hints of Indian/Brahman influence, continues as stunning news reel shots relay the story of the Maidenhead Monster and its effects on Victorian society. The opening credit music may be turned into a dance chart single. Then, game music maestro Richard Joseph's constantly changing score kicks in, moving from frenetic action, eerie atmospherics, strange disturbing voices, stretching the Amiga's sonic capacity to the limits... the like of which has never been heard in a game before!

The Bitmaps and Joseph have designed the music

and sonics as if scoring an action movie. Changing pace with the action at a split second, subtle atmospheric background noises move near running water, steaming pipes, piston noises or the glugging of hot mud and the sound grows quieter or noisier as you move further and closer to the source of the sound – this creates a totally amazing atmosphere!

A series of selection screens appear looking like the control facia of Captain Nemo's submarine Nautilus, a combination of wood veneer and brass, the first displaying the six mercenaries. The players could not be more different from each other, displaying a variety of physical and mental attributes, ambitions and character.

A priest, long since defrocked for fraud, maintains his clergy appearance for respectability. But he is more mercenary and ruthless than all of them and cannot be trusted. Fast but physically weak, he carries the first-aid box which is crucial during the mission. In stark contrast, a thuggish oaf, dim-witted, slow but powerful with immense stopping power... he has his uses! Then an adventurer straight out of the pens of Wells and Verne, brave-hearted and out for the fun of it... a good all-rounder. And last but by no means least, Brigande, the unofficial leader of the team.

Each character has strengths and weaknesses, great firepower and endurance is a sacrifice for relative sluggishness, whereas a quicker, intelligent member of the team will quickly weaken if attacked.

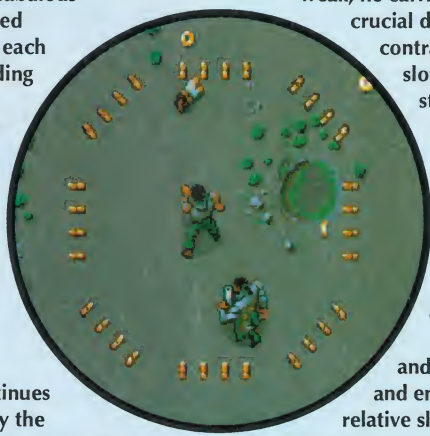
Another aspect of Nautilus-facia turns up again, this time displaying individual attributes and icons depicting current levels and potential, including skill, stamina, speed and wisdom which refers more to the computer-controlled character in one-player mode. Speaking of which, the Bitmaps are boasting the most intelligent, responsive and human-like

▼ As you can see, you're going to have to do a lot of blood-letting and general murderous mayhem in this game.



computer-controlled characters ever. One-player mode presents the facility to actually set the CPU's endurance and intelligence.

Bitmap weaponry is legendary since *Super Nashwan*-power lit up the skies and obliterated everything in sight back in *Xenon 2*. *The Chaos Engine*'s firepower potential is equally subtle. Each character carries his own style of weapon from the thug's hefty Sten gun to the Priest's evil lightening blaster. But in true Bitmap style, there's a veritable arsenal of power-ups from Dynamite and Molotovs to outlandish Shot-bursts, a devastating ring of fire which encircles the character and lays waste to all that stands in its way.



▲ Now that you've tried half the planet, it's time to check those scores!



There are non-weaponry collectables such as a map of the Fortesque estate which displays your position and that of the so-called 'Nodes'. These nodes are a network of power current controllers connected to the Chaos Engine and the primary objective is to locate each Node and blast it with everything you've got until it pulsates and hums into life.

Once all the Nodes are activated, the characters can move onto the next section, ever closer to the Chaos Engine. Although we are dealing with mercenaries, each with his own objective and motivation (mostly greed), the game has been ingeniously designed to make teamwork essential to everyone's survival. All hell is about to break loose as chaos rules!

Forty Towers

Entering the furore at Fortesque, the two chosen characters are positioned on the periphery of the Fortesque estate. In one-player mode, you control a character who will take the lead, and the CPU will follow and cover your character by firing intelligently at the enemy – the technique is very effective indeed! The Chaos Engine has been churning out beasts to protect itself and each beastly incarnation is more mutated and powerful than the last.

Beasts lurch from the undergrowth like a seemingly countless army, blindly clawing the air – their numbers and unpredictability make them deadly adversaries and a constant barrage of fire is necessary to keep them at bay.

At every step greedy eyes will catch a veritable booty of collectables – the priest's eyes glisten beneath his pearly specs at the sight of treasure, although all gains are fairly distributed between the team



▲ The Engine's latest array of nasties moves in for the attack. Are you man enough to survive?

▶ Your blood-thirsty army moves inside the House wall. As you can see, the estate guards aren't happy about this.



Boom and Bust



Blast a node to activate.

Activated nodes reveal hidden entrances.

C.P.U. gives cover while you activate nodes.

Map of surrounding area.

A collection of treasure which is shared out to the team.

Special weapon in your possession.

Enemies killed.

Lives remaining.

as a part of the pact... Oh yes, blast as many beasts as possible though and each mutated hide you fry equals dosh in the bank.

What self-respecting action adventure would be complete without keys? This one has got two gold and silver, the former affecting the scenery or revealing objects not visible to the naked eye, while the latter simply allows you to progress or escape from a seemingly insurmountable obstacle.

The gold keys can spell disaster to over-greedy players! Rudimentary collectables feature energy replenishes in the shape of food and a Yin Yang player – a safe icon which allows you to progress from that spot if the character in control is destroyed.

Each level grows progressively more hazardous, while the physical bits are more arcade action-orientated, requiring perspicacity and guile.

The ever-changing music and exquisite atmospherics bid to bewilder the player until on the threshold of the Chaos Engine, as the voice of twisted souls cry out, the game takes on a more sinister and frightening appearance...

THE LOW-DOWN

PUBLISHER: Renegade
CONTACT: 071 481 9214
TEAM: Bitmap Brothers
PRICE: \$25.99

S C O R I N G	
GRAPHICS	82%
SOUND	94%
PLAYABILITY	88%
DIFFICULTY	SPOT ON

One look at this and it's obvious that the Bitmap Brothers' sole intention is to get back up on the award-winners podium. The game-playing world has been waiting for the blazing trail set by *Xenon 2* and *Speedball 2* to continue, and this is just the vehicle. You'll notice all the Bitmap trademarks – stunning graphics, electrifying sonics and music creating the most convincing and absorbing atmospherics I have ever experienced in a game. Superb.

REVIEWED BY: Jason

SECOND OPINION

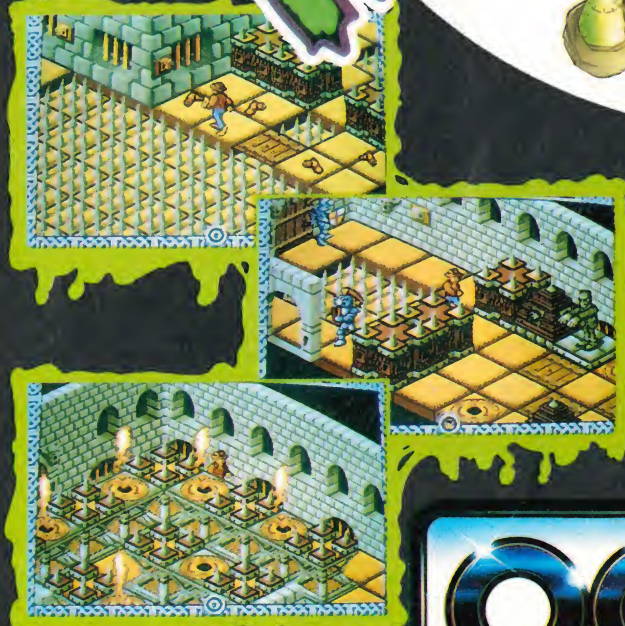
The *Chaos Engine* contains some excellent sonics, but I found it a little lacking in variety. Although we may have seen this sort of thing before, it is done superbly well.

OPINION BY: Nick

OVERALL SCORE

92%

THEY LIVE AGAIN



Dracula, The Frankenstein Monster, The Mummy, The Wolf Man, The Bride of Frankenstein and The Creature from the Black Lagoon. Classic monsters from a movie age gone by. But more than that... creatures from our oldest dreams and our darkest nightmares. They have met and battled before, but now they are back. Back to form an unholy alliance to make our worst fears turn into a terrifying reality.

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ACTION REVIEW ARCADE STRATEGY

Put on a black beard, silly hat and grab a cabin boy...

Every software house's nightmare, every software thief's day job - piracy. Actually, ICE Software's *Piracy* has nothing to do with dodgy game swaps but good old adventures on the high seas with a yo ho ho and a very large bottle of rum. If you've ever fancied yourself as Captain Pugwash or even Seaman Stains, then this little number may just be up your creek.

You find yourself in charge of a band of rather macho looking types who make an honest living buying and selling various cargos among the islands that make up the entire world as you know it. This in itself is not the most challenging of occupations once you get to know your market (which believe me takes rather long), but it is a trade that leaves you at the mercy of these rather unpleasant types who demand your money at pain of death. Big bummer, what do you do?

You do what any self-respecting sea dog would and give them six of the best trousers down, or at least try.

▼ This is the map. Do I really have to explain further?



▼ Don't get caught behind the trees me hearties, it ain't the place to be without a crew of about ten. Run like hell!



▼ Stand by to repel boarders! Aye aye Capt'n. Gate crashers on the high seas are after more than free beer. Get out your sword!

▲ The kind of fruities that your grandad's grandad used to play on. A slight hint of artistic license here I think.

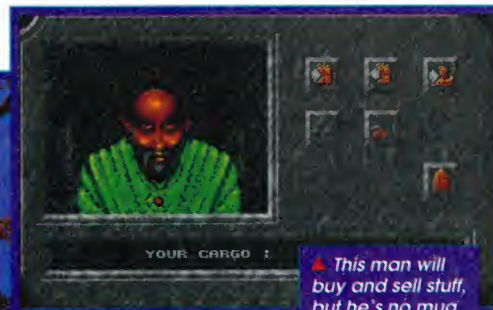


PIRACY

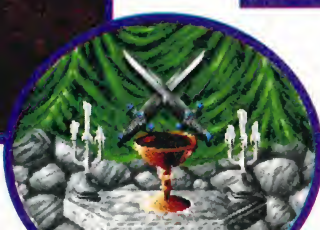
Show them crime doesn't pay (usually). This is of course easier said than done. You don't start off with much in the way of weaponry until you can save up to buy a cannon, and you are usually outnumbered. You are, however, bigger and stronger than the pirates and should be able to fend off unwanted visitors at least a few times. Of course you could always give them the cash....

The game has a few little extras, such as a sort of fruit-machine thing that can win or lose you lots of money in the local taverns. You can also, if you are a bit clever, build up a big fleet and really kick ass. A lot depends on how good you are at the old selling at a profit. This is no game for those who don't give a monkey's about cash.

Piracy reminds me in some way of *Elite* in terms of the object of the game, but is very different in all other respects and certainly less complex. One good aspect of *Piracy* is that there are combat scenes where you get to take on anything from pirates to giant octopi and woodland muggers. The gameplay in this bit is dodgy to say the least. To be fair, *Piracy* has depths beyond this and if you like a game that involves a bit of everything then it's not bad at all.



▲ This man will buy and sell stuff, but he's no mug. Bit of a miserable swine or what?



THE LOW-DOWN

PUBLISHER: ICE
CONTACT: 0453 756993
TEAM: In-House
PRICE: £29.99

S C O R I N G	
GRAPHICS	77%
SOUND	51%
PLAYABILITY	65%
DIFFICULTY	SPOT ON

Piracy is a game that intertwines elements of arcade, strategy and adventure games, and to not bad effect. The game is let down a little in some areas by a playability that leaves you grappling helplessly with your joystick. I'm sure that this sort of thing could be improved and suggest that *Piracy* may be released a little prematurely. The sound is notable for its absence, except for the rather excellent rendition of something or other that greets you at the start. In fairness though, this sort of game is not made or broken by the sonics department, but there's no reason why it could not be improved. On the whole, *Piracy* is a perfectly acceptable game which, generally speaking, is fairly good without excelling anywhere in particular. Certainly one to consider.

REVIEWED BY: Huw

OVERALL SCORE
76%

THE ACTION ZONE



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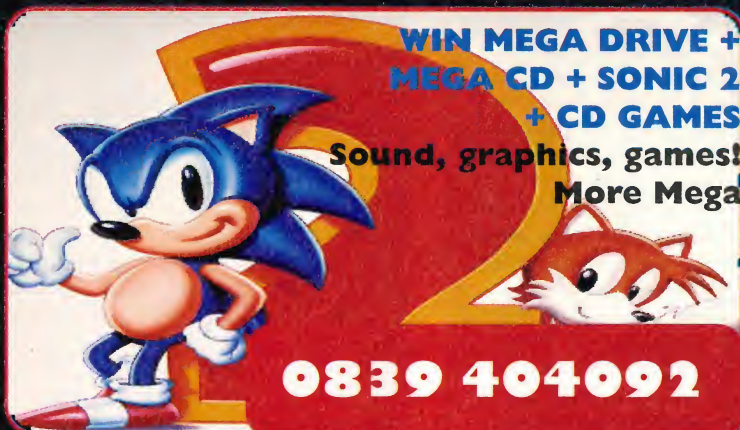


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ACTION REVIEW SPORTS SIM



The guru of the greens whacks his balls over the Amiga's way. A hole in one or a drive into the rough?

NICK FA CHAMPIONS

You have to be pretty good to make the cut with a golf game these days. *PGA Tour* and *MicroProse Golf* have had the whole genre sewn up between them, so anything original needs to shine like a new golf ball to make its mark.

I must admit to being traditionally very wary of games that use either license or celebrity endorsement to make the product sell. So with this in mind I approached *Nick Faldo's Championship Golf* with some reservation, what with being a big fan of the other Big Two.

My reservations were soon cast aside once I got into the game. Grandslam have wisely chosen to take a slightly different tack to Electronic Arts and MicroProse in that *Nick Faldo's* is very much more what I would call 'golf sensible' in that it really aims to provide the same set of scenarios and restrictions that you would find if you were playing a round on the golf course.

For example, instead of merely choosing the club according to the required distance of shot, with *Nick Faldo's* you have to consider the fact that woods aren't so good on the fairways and that different clubs vary in their ease of use.

I've been shot!

This problem is very neatly addressed by the shot-window which is available for each club varying in length according to its usability. Furthermore, you can end up with different qualities of the bag as a whole, so you can start out with a really bum set of clubs if you are unlucky.

The way in which you play the shot also caters for the fact that different players have differing skill levels. A skilled player can use wrist-snap to give the ball an extra turn of speed from the shot, whereas less skilled players can try to do this and fail without detriment to their shot.

One thing that becomes perhaps a little too annoying is that the

worse the shots are that you play, the harder it becomes for you to hit the ball accurately, which can lead rather quickly to a downward spiral which sees you ending up in double figures over par!

There is a coaching option which is of great use, not only to help you get to grips with the game, but will also widen the shot-window of your clubs as you become more competent with them. Also new in *Nick Faldo's* is the fact that you can play each course in either spring, summer or winter, and this makes a big difference in terms of how the ball bounces, the amount of wind and so on.

A big plus is the quality of the graphics. The player is represented by a very well animated digitisation of the great man himself, although every player is a Nick Faldo clone, regardless of their technique. The courses are very well defined almost to the point of being too 'busy'.

The lie of the green is nicely represented, as is the lie of the ball in the bunkers and rough and on the fairways. Further description of the ball lie is optionally provided by your (occasionally very sarcastic) caddy, although Nick's own Fanny will harden your resolve without cutting you down to size too much.

Overall, Grandslam have come up with a golf game which can reliably claim more than any other one around at the moment to be a simulation. *Nick Faldo's Championship Golf* will appeal both to computer gamers and avid golfers alike, and should really cut its teeth well in the golf sims market. One to buy gross trousers for.



THE LOW-DOWN

PUBLISHER: Grandslam
CONTACT: 081 680 7044
TEAM: In-House
PRICE: £34.99

SCORING

GRAPHICS	90%
SOUND	80%
PLAYABILITY	85%
DIFFICULTY	TRICKY

Nick Faldo's *Championship Golf* takes on *PGA Tour* etc. playing its own game rather than trying to beat them at theirs. They have done this with a greater success than you might expect, and I think that real golf purists will love this one to bits. It takes a refreshing approach to the game without alienating those who prefer golf on the Amiga than on the course. There will still be those who prefer *PGA*, but Grandslam have really got this golf sim off to a tee.

REVIEWED BY: Huw

SECOND OPINION

I'm what you might call an armchair golfer - ie when someone wants a game, I hide behind an armchair. But this one kept me riveted, and I'd recommend it.

OPINION BY: Nick

OVERALL SCORE

88%

► This is the putt that could win the match and gain a famous victory for the Action over Amiga Computing. What style!



LDO'S HIP GOLF



◀ Bunkers can be a right hassle, especially those of the editorial variety! If you're stuck right in they're a royal pain in the bum to get out. Ask Nick how.

► Club selection is essential, so get it right. If you're good enough there's a drink waiting in the clubhouse.



◀ Water traps are a hazard that you can do without. A quick training session with Nick will help you overcome your incompetence.

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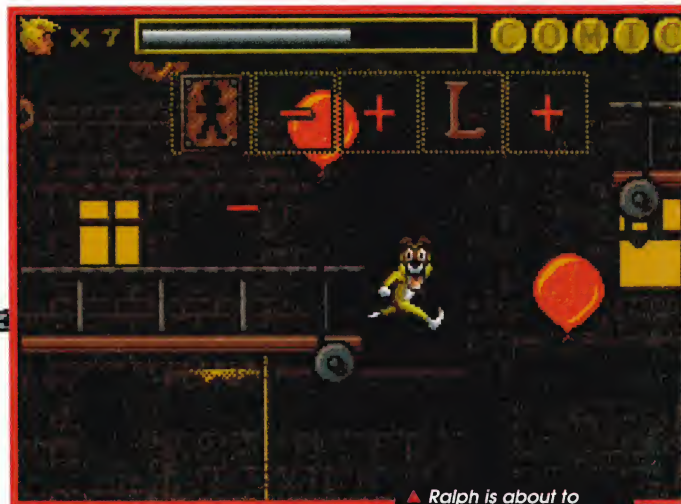
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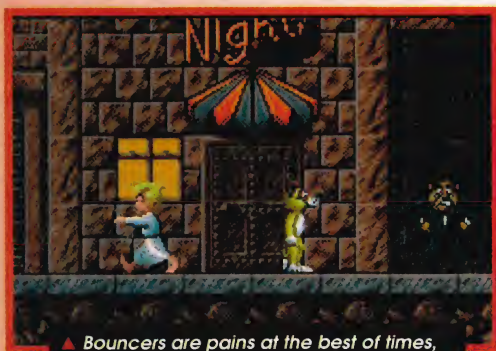
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ACTION REVIEW PLATFORM

Have Ocean woken up
in time for Comic Relief?
This new release asks
that question...



▲ Ralph is about to discover the more unpleasant consequences of the Law of Gravity in this Bonus level.



▲ Bouncers are pains at the best of times, but have an even worse attitude here.



▲ It's the Zoo section and Ralph has just got zapped in a most painful way!

Comic Relief day has spun around again, and everyone is bracing themselves for the inevitable TV programme where we have to watch Lenny Henry gurn at the camera and Jonathan Ross struggle to figure out why he's in the same room as a bunch of comedians.

Since everybody is expected to jump onto this bandwagon, Ocean (who else?) has grabbed the first Comic Relief game license in the form of *Sleepwalker*. The charitably-minded amongst you will undoubtedly be drooling to know that a massive £4.32 will be donated to the cause for each copy sold. Dealers and stores have shaved their margins to the limit to maximise this figure, so it's good to see everyone joining in the fun.

The game itself comes in two versions, one for the A1200 (with enhanced graphics), and the bog-standard one for poverty-stricken A500 owners. The object is for you, in the guise of Ralph the Dog, to guide your master, Lee, around six hazardous levels without him waking up. He's sleepwalking you see, hence the name of the game.

This task is performed by pushing or kicking your master around, hanging over

holes to prevent him from falling and generally accepting all manner of abuse to keep him alive.

While you rush about energetically, you'll get fried, eaten, burned, electrocuted, flattened and zapped in a variety of interesting ways, and all in the name of preserving good canine relations with humanity. The ways these various tortures have been animated instantly reminded me of my favourite Tom and Jerry cartoons, and the whole game is stuffed with that sort of humour.

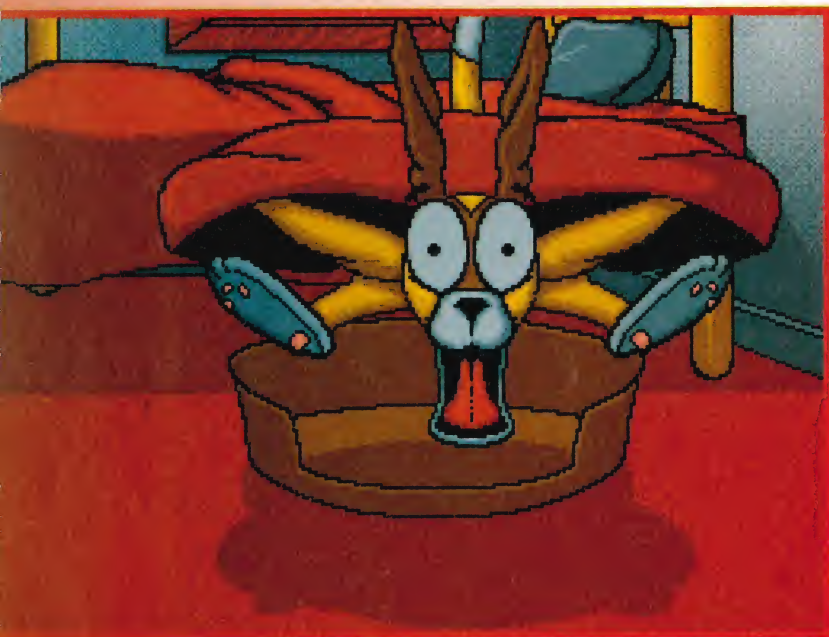
Create some whoopee

There are various power-ups, ranging from whoopee cushions to give invincibility and custard pies for bridge building. The game also provides you with a map of each level which you'll need if you plan to get out with your master intact. However, on later levels, only a small portion of the map is displayed, so you'll need to track down (and don't ask me why) a dunce's cap to reveal the rest of it.

Apart from finding things, there are also minor puzzles to solve, like how to trigger lifts or avoid boulders, but the puzzle element really comes into

SLEEPWALKER

▼ Posties and dogs just don't get on, unfortunately. Not really Ralph's day, is it?



ON THE SOAPBOX

All right, I'm not one to complain, but after playing this game, the following thought occurred to me: Just why have computer games got such a lousy sense of humour? When you consider how long the industry has been around and how ideal you'd have thought video games would have been for a good visual gag or two, it's amazing to consider just how totally lacking in wit the majority of them are.

The present state of the industry reminds me of the state cartoons were in before Tex Avery got to work. You know, the dreary pictures that looked great but were so boring and sentimental you'd rather have jumped into a Rottweiler pit than sit through them. And before you ask 'Tex Who?' (shame on you), he was the guy who created the eye-bulgings, the jaw-droppings and the manic mayhem of 1940s-50s cartoon characters, most remembered in the Warner Brothers cartoons of the time (although he also worked for other companies).

So we have a situation where today's games look great, and profess to use cartoon violence, while forgetting that cartoon violence was there to make people laugh. After all, when was the last time you had a good chuckle at E. Honda kicking someone's head in *Streetfighter II*?

So let's hope that *Sleepwalker*, even if it does use the most primitive level of visual gagery you can imagine, is the harbinger of something a bit funnier in the field of computer games. After all, the old joke about computer programmers having no sense of humour can't be true. Can it?

its own in the bonus sections. (More on that later.)

Level One is set in a City, so there are plenty of hazards like dog catchers, Dame Ednas (strange but true), piranhas and the like. Other levels to deal with include a Zoo, a Graveyard, a Construction Site, a Factory and another City. I won't go into gory details about what can happen to your canine complexion on these levels, except to say being electrocuted in the Factory level sure looks funny! (But don't try it at home, kids.)

Mutty boys

There are also bonus levels where you abandon your master for a few minutes and get down to some proper mutty business. You'll have to solve word puzzles and when you complete the level, a little



◀ It's a dog's life... Ralph has to do whatever he can to save his master. This may well have painful side effects.

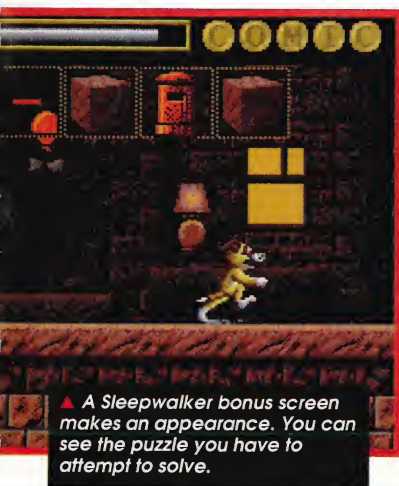
dream sequence will roll showing you what you would really like to do to your master, based on how you solved the puzzles. This is a neat

touch and can be genuinely funny.

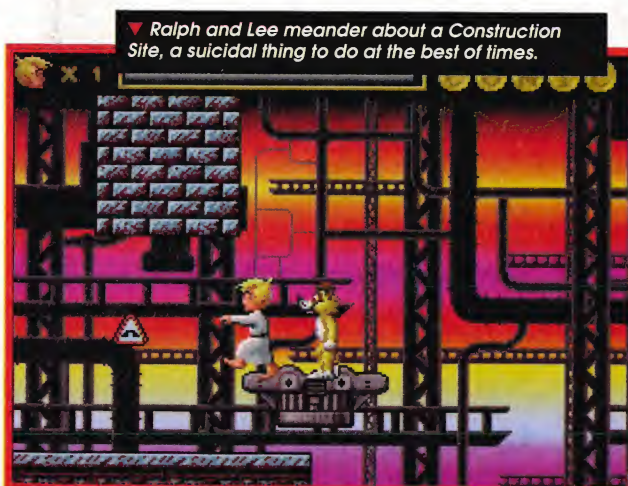
All in all then, *Sleepwalker* is a funny game, and so it should be, being tied in with Comic Relief. I'd advise you to buy it anyway, as it's for a good cause, but even if it wasn't, I'd certainly reckon it was worth a look.



SLEEPWALKER



▲ A *Sleepwalker* bonus screen makes an appearance. You can see the puzzle you have to attempt to solve.



▼ Ralph and Lee meander about a Construction Site, a suicidal thing to do at the best of times.



▲ Snakes alive! Well, it was before Ralph got to it anyway. Now, how long will Ralph last?

THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
TEAM: CTA
PRICE: \$25.99

S C O R I N G	
GRAPHICS	83%
SOUND	83%
PLAYABILITY	82%
DIFFICULTY	TRICKY

This is an amusing game and is worth buying for the Comic Relief tie-in alone. It does have its faults though. Sound is limited to spot effects (although Ralph's voice has been done by Lenny Henry), and the game does get repetitive after a while, but on the whole, I enjoyed the wit and gameplay. This is well animated with some nice touches (Ralph tottering on the edges of holes) so I'd certainly recommend you give it a look. You'd have to be dozy not to!

REVIEWED BY: Nick

SECOND OPINION

Sleepwalker reminded me of *The Addams Family*, in terms of gameplay and presentation. The game's a bit of a laugh and that's what we need from life really, isn't it?

OPINION BY: Alan

OVERALL SCORE

85%

ACTION REVIEW FLIGHT SIM

Fancy having a crack at Saddam's palace? Why not just suit up and go for it!



COMBAT AIR

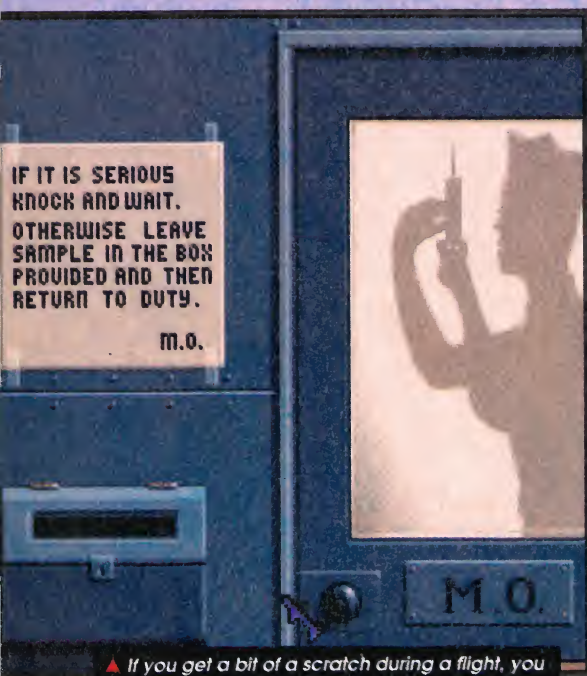
What could be more exhilarating than the roar of a jet engine as it breaks the sound barrier, the whoosh of a missile as it soars off to seek out its target with deadly accuracy, the crack of your skull on the cockpit canopy as an attempt to eject goes horribly wrong? There is certainly no denying that a fighter pilot's life is never dull, and for this reason it is an occupation which features heavily in the aspirations of many a young lad.

Thankfully, in this age of technology it is possible to fulfil these dreams, to a certain extent, without leaving the comfort and safety of your own home. Flight simulations basically fall into two simple categories, war simulations and non-war simulations. *Combat Air Patrol* falls fairly and squarely into the first category and screams 'WAR' at you in great big capital letters.

For this release Psygnosis have chosen a potentially controversial theatre of war for their first serious sortie into the cut-throat world of the flight simulation market. With the events in the Gulf still so fresh in everyone's minds, and taking into

account the current political situation in the Middle East, they could quite easily face a storm of protest from people angered at the apparent insensitivity of basing a game around such a serious, and more importantly, recent conflict.

Combat Air Patrol is basically a recreation of



▲ If you get a bit of a scratch during a flight, you must go to the MO's office. Unfortunately this wastes a day of your campaign time.





▼ It's time to select your mission.. Will you go for one of the really tough ones at the bottom of the list, or cop out and take an easy one?

► After selecting your mission and arming your plane, you must go over the check list to ensure everything is working nice and correctly.



▼ What a feeling, soaring away from the carrier on your way to another Iraqi-bashing mission. Who knows, you just may not make it back this time.

▲ Slight problem here, Migs have launched and are on your tail so to speak. You had better shake them off quickly and get on with your mission.

► It's away, and with the amount of computers guiding the thing, it is more than likely to find its target. Time for you to turn around and head home.



PATROL

what was known as Operation Desert Storm, giving the player the opportunity to play either single missions lifted from the campaign, or have a go at the whole thing, planned of course by the now legendary Stormin' Norman.

For me, one of the biggest puzzles of the Gulf

War was, why did the Americans actually give the General the nickname Stormin' when it doesn't really rhyme with his christian name, as it was obviously supposed to? Perhaps we shall never know! Anyway, whichever type of mission you choose, you will be shown pictures of your targets to make them more easily identifiable when it comes round to blasting them to pieces.

As soon as you are confident that you know what your objectives are, it is time to get down to the serious business of actually arming your beast, which will either be an F-14 Tomcat or an F-18

Hornet depending on the mission you have been assigned. You can choose the default ordnance, or decide exactly what missiles and bombs you want yourself. The default will usually suffice, but more experienced pilots will probably find it to their advantage to arm the plane themselves.

When you are completely happy with your selection you will go to the flight deck. All of the missions in *Combat Air*

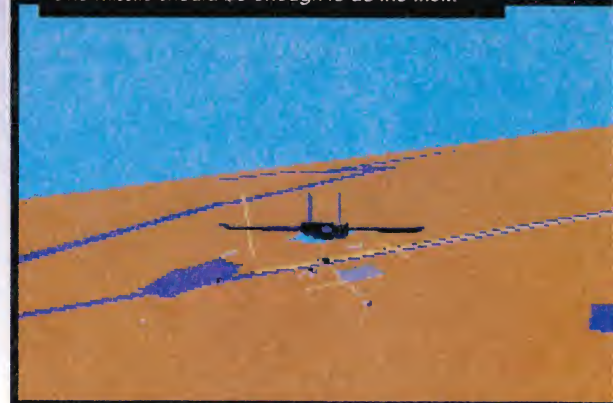
Patrol begin on the carrier The USS Theodore Roosevelt, which is a bit of a shame really as it would have been nice to occasionally make use of one of the numerous air bases that were utilised during the actual conflict, but you can't have everything, after all.


Taking off from a carrier may seem a little complex at first but after a while everything becomes second nature, and you will be taking off after a couple of attempts with barely a glance at the instruction manual. Once you are up in the air, it has to be said that there is really nothing new on



▲ Combat Air Patrol is full of aggressively American things like blue and white stars subtly plastered over an entire screen.

▼ Time for nerves of steel and a steady hand here as you approach your target at top speed. One missile should be enough to do the trick.





▲ After you have taken out your target, you will have to be fairly adept at turning quickly because within seconds, surface to air missiles will be launched.

offer. It is very much a case of 'seen it all before', and if you have a reasonable knowledge of flight simulators you will often find yourself racking your brains trying to remember where you have seen the various features before.

That is not to say this is a bad thing. Only the very best elements from other games have been incorporated, and they combine to make one of the most exciting flight simulators you are ever likely to come across.

Civvy street

All of the targets are strategic military objectives so you are not allowed to inflict heavy civilian casualties by blowing up hotels and hospitals. You will be required to fly to the targets, take them out, and fly back to The USS Theodore Roosevelt. This may sound easy, but let me assure you that it is not. On the way to the target there is every likelihood you will come into conflict with an Iraqi Mig or two.

If you manage to survive these encounters you will come under extremely heavy anti-aircraft fire on your approach to the targets and also as you attempt to leave the scene. And of course, even if you do get away from the target, there is still no time to get complacent,

because there is always the chance more Migs may come after you.

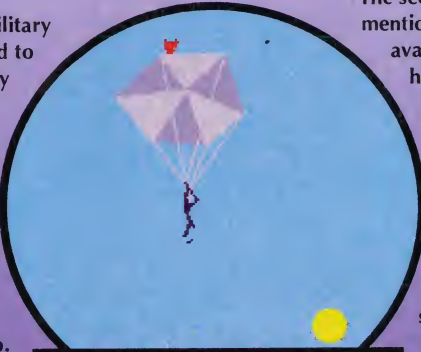
That is basically as far as the gameplay is concerned, but there are a couple of points still to be mentioned. Firstly, the campaign mode is excellent and really does add a great deal of atmosphere to the game. As you complete each mission the historically-accurate date will move on, and your performance in the missions you take part in will actually affect the ultimate outcome of the entire war.

The second point that must be mentioned are the external views available. Most flight simulators have plenty of outside views which are very nice to look at, but are of absolutely no use when it comes to a combat situation. *Combat Air Patrol* is different. The external views still look extremely good, but I am glad to say that some of them do actually serve a useful purpose when you are forced to do battle.

A quick press of the F3 key accesses the Fly-Past which is very impressive to say the least. This view starts off quite a distance away with the plane flying towards you, and as the plane gets closer, the camera follows it around until it is the same distance away as when it started. When you first play *Combat Air Patrol* you will probably find yourself playing around with this view for quite some time, executing roll manoeuvres and such like, Top Gun-style.

Combat Air Patrol is certainly not a game for the pacifists among you – as with all military flight sims the emphasis is very heavily placed on destruction.

On the other hand, if you enjoy nothing more than blowing up a few strategic military targets, this could well be exactly the game you have been waiting for all your life. And of course, don't forget to watch your six!



▲ Mayday! Your plane has taken a hit and it doesn't look like you are going to be able to recover from it. Time to pull that ejection handle...

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: Ed Scio
PRICE: £29.99

S C O R I N G	
GRAPHICS	83%
SOUND	78%
PLAYABILITY	87%
DIFFICULTY	AVERAGE

This is an all-out action flight simulator which will undoubtedly provide you with hours of thrills, spills and excitement. It's not all good news though, I would say that *CAP* is lacking a certain something that just holds it back from becoming a classic. Having said that, it is a first attempt from Psygnosis, and if they can find that elusive spark of originality for their next game, it will be well worth looking forward to. In the meantime, check *CAP* out.

REVIEWED BY: Steve

SECOND OPINION

If the thought of re-enacting the Gulf War is your thing, then you really should be out in the Gulf now. However, apart from the question of good taste, *Combat Air Patrol* flies along nicely.

OPINION BY: Nick

OVERALL SCORE
84%

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ACTION REVIEW PLATFORM

They were a feature of the old Commodore 64. Now they've tortured and conned their way on to the Amiga. Why?!

Doubtless many of you will remember the first time you saw *Creatures* on the Commodore 64 and said "Cor blimey mate a bit like the Amiga or what?", or at least words to that effect (after all, only Cockneys say stuff like that). You were right of course, *Creatures* was probably the last big game to come out for the old 64 before everyone upgraded to an Amiga so an Amiga conversion was inevitable – a certainty in fact. One question though, why so long? Only Thalamus can answer that, and probably won't. Oh yes, one more question: can *Creatures* on the Amiga live up to the impact made by its predecessor? Let's take a look.

The aim of the game is to help Clyde Radcliffe Exterminate All The Unfriendly Repulsive Earth-Ridden Slime. It is for this mighty task that 'Creatures' is an acronym.

Clyde must rid the kingdom of all the nasty objects, and to do this, he must collect the various potions which will buy him the weapons he needs. This was the way on the 64, and now it's the same for the Amiga.

The detail has been increased by a factor of many, but this I feel has rather diminished the cuteness of the characters. I loved the way that Clyde shuffled along in a non-descript sort of way, but he is now animated to the point where his scruffy sort of charm is noticeably absent.

The other *Creatures* are also much more detailed, but in a beneficial rather than detracting

way. The owls really do look like owls that Psygnosis themselves would be proud of. Many now appear like real nasties as opposed to just bouncing balls etc. which makes you less likely to get killed mistaking them for a treat. A tad helpful methinks.

The sound was also a killer in the original, but is really nothing special in the Amiga version. The music on the torture screens is quite different and not half as good.

Cave dweller

That said, the sound effects are not too bad and if you have not seen the original you have probably been living in a cave somewhere and will be delighted with the new game.

The gameplay is excellent as well, although it is sometimes tricky to find the exact right spot to get your jump in. The game is no piece of cake which gives the game a lastability which is essential.

This is thanks in no small part to the torture screens (the first of which features on this month's coverdisks – check it out) which require a bit of problem solving rather than mere joystick dexterity to see you through.

Well gory they get as well, so the sickos amongst us can buy

Creatures with the confidence of knowing that Thalamus have pandered to our dubious tendencies to a tee!

Platformers are now two a penny these days so what has *Creatures* to offer that we can't already obtain elsewhere? One major plus is that the *Creatures* themselves really are cute, but not in a girly fashion like *Trolls*, and do seem to strike a chord with a lot of people. The torture screens are

▼ Underground overground wandering free, the *Creatures* are everywhere that you can see.



CREATURES

something no other games have had before, or probably will dare to have in the future, which if you like to see innocent *Creatures* get electrocuted or sawn in half by a maniac with a chainsaw is an absolute must! So all you *Creatures* fans need only know that there's an Amiga version out. Happy torturing, all!

THE LOW-DOWN

PUBLISHER: Thalamus
CONTACT: 0494 474713
TEAM: WJS Design
PRICE: \$25.99

S C O R I N G	
GRAPHICS	85%
SOUND	79%
PLAYABILITY	86%
DIFFICULTY	SPOT ON

Creatures is a superb platformer that should appeal to anyone without latent train-spotting tendencies or a frontal lobotomy. It avoids falling into the *Zool/Sonic/Mario* trap whilst adding some very neat characteristics of its own. This won't be the sensation on the Amiga that it was on the 64, but this is only because the original was so brilliant it took us all by storm. I have yet to see a game that sets out to do what *Creatures* does and do it as well.

REVIEWED BY: Huw

SECOND OPINION

As an old CBM64 game, *Creatures* has matured beautifully onto the Amiga. It may not be the most innovative of platformers around, but the fun factor is enough to drive you wild.

OPINION BY: Alan

OVERALL SCORE

85%



▼ If that ball thing looks knackered, it's due to over-bounce syndrome!



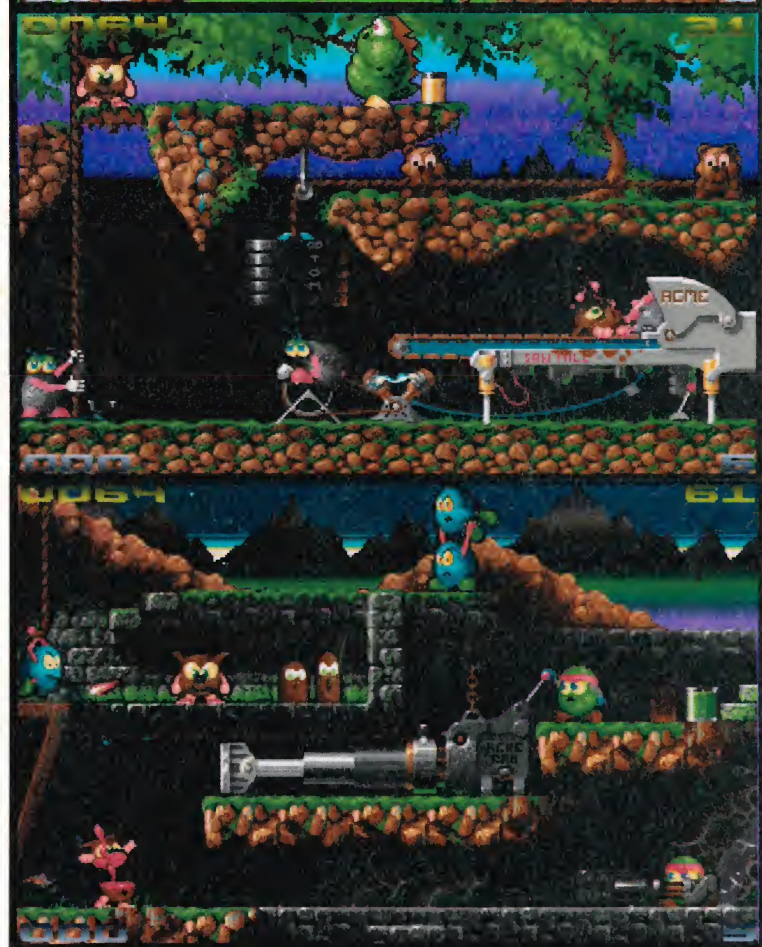
▲ Cavern-related hassles for Clyde to overcome here. Get your gun out for best results.

▲ A fire-breathing Creature is just the job down here. One blow from Clyde and the baddie goes down!

▼ That daft looking green thing is a potion to make weapons with. Yeah, right!!



▲ Help Clyde across the water on his very own motorised lily pad, but watch out for the perils above and below.



▲ Creature torture at its most wicked and nasty. Will you just look at this – a choice of chainsaw massacre, electrocution or being cut in half by bullet or circular saw! Sicko blood and guts-craving Amiga owners will love to get their teeth into this!

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Tel: 061 231 6608 Fax: 061 223 7531

ACTION REVIEW ARCADE STRATEGY

Dicing with 240,000 volts and missile-carrying supertrains. Must be Japanese...



Forget Ivor and welcome the Transarctica express. And there's no silly Welsh train drivers, just the usual British Rail barbarians.

Your first stop is the town of Salah. Here you can expand your train by buying various carriages.

TRANSARCT

Put on your woollies and pull up your socks as you thunder about the icy wastes of a post-nuclear disaster. Based around everybody's favourite pastime, you must guide a futuristic train in this Mad Max-like, arcade strategy scenario.

Consisting of an intriguing storyline, you set forth to dispel the neverending gloominess of a world starved from sunlight. How can you lift the clouds of dust that appeared when a scientific experiment went horrendously wrong? This is your crusade to find the truth about what happened, this is your crusade to restore life to normality. But in doing this, you risk the wrath of the Viking Union...

Trains are the only means of transport. The rail network is monopolised by the Viking Union. Consequently, by amending the environmental situation, the Union will lose its power and they're not too happy at the prospect! So can you do what's necessary for the ravaged land before the Union puts a permanent brake on your rolling wheels?

Transarctica has the unique Silmarils feel to it. This is due to the finely detailed style of graphics and mouse-controlled arcade strategy elements that mould the game into a familiar shape.

Basically, you begin the game with an engine, coal tender, operations carriage, and a very limited number of storage wagons. By trading your wares (which to begin with is only lignite and anthracite

coal), you should be able to make money and extend your train. On the market are carriages with mounted machine-guns and missile launchers, commodities that are of variable regional value (items bring different prices at different places), and so on.

Train of thought

The initial problem is your reserve of lignite and anthracite. Sure, they can fetch a good price when sold but you need a lot of the aforementioned to power your train! So do you sell or burn? Try to balance it out for yourself.

By accessing a map screen, the whole rail network can be surveyed. Use this to plan your route. Specific towns sell and buy specific goods. Other locations allow you to repair damage to your express (more in a moment), swap the chain of carriages around, talk to local inhabitants to gain information, and so forth.

As you chug along at a

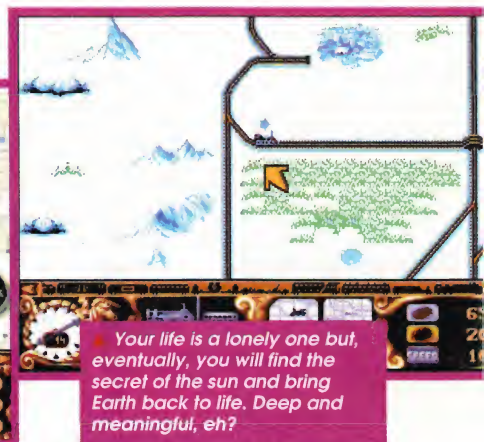
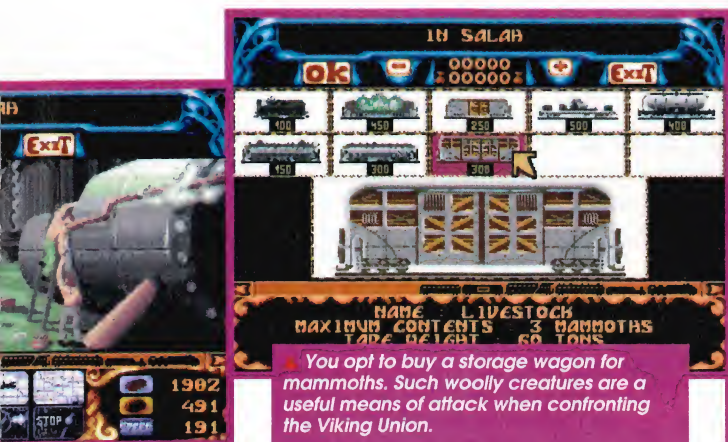
relaxed rate, you will inevitably find yourself confronted by a Viking Union train. From here, a combat screen is prompted with your train at the base of the screen and the Viking Union vehicle at the top. Click on the appropriate carriages to fire machine-guns, cannons, missiles or send out troops.

Your soldiers can be directed toward certain enemy



Upon discovery of a mine, you can disembark from your train and dig away to gain minerals.

Instruct your men to fill 'er up with anthracite and lignite then watch your boiler blow!



ICA

carriages. Once on board, they will drop TNT and blow the unit sky high. It should be said, however, that the enemy can do the same to you!

The ultimate objective in such battle scenes is to destroy the firepower of the opposition. Don't be misled into thinking this is a full-blooded shoot'em-up section – the emphasis is still on strategy in a simplistic approach.

When in combat, the position of your carriages

in your chain is of great importance. It's no use having all your firepower at one end because it leaves the other end severely exposed. Damaged carriages can be repaired later in the game or disposed with completely if irreparable. If you survive, it's back to tracking down the secret of the universe and all that.

On the right track

As with all Silmarils games, the concept is quite original while the gameplay is straightforward and accessible enough to attract interest from even the non-strategists.

The mysteries in *Transarctica* unfold as time progresses, pulling you further into the story and game at a slow but enjoyable rate. Another more than satisfactory strategy product from the team that brought us *Storm Master* and *Ishar*.



THE LOW-DOWN

PUBLISHER: Daze
CONTACT: 071 490 2944
TEAM: Silmarils
PRICE: £29.99

S C O R I N G	
GRAPHICS	81%
SOUND	80%
PLAYABILITY	89%
DIFFICULTY	AVERAGE

Possessing a distinct Silmarils feel to it, *Transarctica* compounds accessible and addictive gameplay with notable graphics. Perhaps a little more complexity is required to attract hardened strategists but in its existing and highly playable state, the appeal is sure to extend to almost everyone. So stop ogling over your book of 4-6-0s and let *Transarctica* charge and steam its way into your life in a large puff of triumphant smoke.

REVIEWED BY: Alan

SECOND OPINION

Put away your noisy train set and experience the fascinating world of *Transarctica*. Needed a touch more intricacy as Alan said, but simple and compelling nonetheless.

OPINION BY: Nick

OVERALL SCORE

88%



ACTION REVIEW COMPILATION

SPORTS MASTERS

Fancy yourself as a bit of a sporting all-rounder, but too afraid to grow an Ian Botham-style beergut? Here's your chance to reign supreme in four sports, but have you got what it takes?



PGA TOUR GOLF

This game really needs no introduction from either me or anybody else as it is without doubt THE definitive golf game for any machine. I personally feel that when W.C. Fields described golf as a "good walk spoiled" he was on the right track, but when put in a format where I can play without risking getting hit by flying balls or run over by a runaway golf cart, I have to admit that I'm hooked.

PGA is still the best golf game around. The 3D graphics are excellent, the noise of club hitting ball quite superb and the general atmosphere is enough to make you think Peter Allis is there doing the commentary. There is also the option to take a fly-through view of the hole with hints from the pros.

The gameplay requires practice for true perfection yet is playable straight away without any undue problems. PGA is at its best in Tournament form when you can play against your mates (not to mention 60 other computer competitors) and get a real golfing rivalry going. My only gripe is that the disks seemed a little too fragile. Storming stuff.



The Proshop is where you get to pick your clubs but I wouldn't spend too much time there, these sort of places are well expensive.



EUROPEAN CHAMPIONSHIP 1992

With the soccer sim market as cut-throat and competitive as the Premier League, with Sensi Soccer and KO2 effectively 6 points adrift at the top with a game in hand, the competition has it all to do.

European Championship '92 is a conversion from the coin-op of the same name (which bears an uncanny resemblance to the Italia '90 coin-op of a few years back), and differs from KO2 and the rest in that the view of play is from the touch-line rather than the Goodyear blimp. I have to say that I prefer this on the whole, but for some reason it tends to slow the game down so that it lacks the pace and speed that makes the others such classics.

European Championship '92 has all the features of the original, including action replays (and the option to save your best efforts to disk), on-pitch referees and, of course, the celebrating forwards and crying goalies. The graphics are adequately drawn and animated with the sound no better or worse than the rest. The games go on too long, but if you have the stamina then this is worth a look.

▼ A good bit of swatting up on your opponents does no harm at all. Keep an eye out for balls coming from between his legs!

ADVANTAGE TENNIS

Whether you fancy yourself as Andre Agassi or maybe just fancy the man himself, you can't beat a good game of tennis. The trouble is that these days you need to take out a large mortgage just to buy a racket and join a tennis club, so what better than the chance to play from the comfort of your favourite armchair with a few cans of lager instead of Robinson's Barley Water?

The tennis pro gets to travel to all the best places, Sydney for instance. What a jammy job, trotting the globe just to play tennis!



81/82
81/86 SYDNEY PRO 1991 \$ 175,000 INDOOR

This is where *Advantage Tennis* hopes to come in.

Although the graphics look a bit ancient at first, they are superbly well animated with movement of a quality that even Steffi 'Big Nose' Graf would be proud of. No Seles-esque grunting though, what a shame! The sound is really good as well – digitised speech from the umpire with suitably pompous intonation.

Most impressive is the great variety of shots that you can play – volleys, smashes, the lot. You get the chance to go for the Grand Slam, progress up the rankings and maybe do a few coffee ads on the way.

Best of all you can play two players, so plenty of aggression and cries of "you can't be serious" are assured. Undoubtedly, *Game, Set and Match to Advantage Tennis*.



▲ A banked oval is not exactly Monaco or Le Mans, but speeds are so high it makes your head spin.

INDIANAPOLIS 500

With Nigel Mansell having left the F1 scene to whinge, sorry, I mean race in America, a re-release of *Indy 500* seemed on the cards. So here it is, albeit on a compilation. And a welcome return it is, with the view-from-behind games of the likes of *Lotus III* and *Jaguar XJ220* dominating the racing charts – *Indy 500* comes as a timely reminder about what real racing is all about.

The game is as involved as you wish to make it. If all you want to do is pick a car and race, you can go for it. If you want to get more of a feel for the real thing by altering the car, engine and tyres, then *Indy 500* is again one of the front-runners. There are also all sorts of options which give the game great longevity in that it's easy to get started on, yet to become a true champion will take ages.

This has sacrificed sonic and graphical brilliance for gameplay and realism, but I see this as a benefit and not a problem (besides which A1200 users can use the better graphics). *F1GP* used this approach and succeeded brilliantly, and for those

who loved that game's action replay facilities, *Indy 500* does this, and it did it first. *Indianapolis 500* is for those with a real racing spirit.

▼ Relive those really bobbins driving moments with the action replays. The blame is clear for all to see, she just pulled out in front of me guv, I 'ad no chance etc. etc.



▲ Tyre choice can make or break you at the old Brickyard so give it lots of thought. This is the fastest car, but has awful handling.

Typical ► Tutonic tactics on display as the German forward collapses for no apparent reason. Get a grip ref!!



▲ The goalie holds his head in his hands after being caught well off his line. So bad that he must be a City player!

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 0268-541126
TEAM: Various
PRICE: £29.99

S C O R I N G	
PGA TOUR GOLF	88%
ADVANTAGE TENNIS	79%
EURO CHAMP 1992	75%
INDIANAPOLIS	88%

Remarkably, there is not a single dodgy game in *Sports Masters*. In fact practically all of them are among the foremost simulations of their sports. *PGA Golf Tour* is still an evergreen classic whilst the Mansell / Indycar connection should revitalise interest in an old racing favourite which many people have foolishly overlooked. Expect to see people wearing Newman-Haas, and not Williams, gear this year. *European Championship '92* and *Advantage Tennis* are also excellent games that any sports fan will savour, indeed the whole package is doubtlessly Des Lynam's idea of heaven. On the other hand, if you hate all sport just don't buy this game, go out and get a life. *Sports Masters* is trainer-stinkingly brilliant!

REVIEWED BY: Huw

OVERALL SCORE
89%

ACTION REVIEW SHOOT'EM-UP

Here's another chance for you to save Mankind and appear on Wogan as a national hero. On second thoughts...

Space. The final frontier... This isn't quite the voyage of everyone's favourite starship, but it could well have been. It's one of those products which invokes fond memories of television shows of the past, now sadly with us no longer, but can be seen in repeat runs, often on Channel 4 at an obscure hour on a Sunday morning.

This time around, the Earth and humanity itself is at war with another race. The Kilrathi are a fierce, warrior-like race, whose fearsome reputation is dented only by the fact that they bear an uncanny resemblance to a cat. I mean, let's be honest, it doesn't exactly strike fear into the hearts of every man to know that his most dreaded enemy has fur on his face and is partial to the occasional saucer of milk now, does it?

WING COMMANDER

This is where you come in. You are a starfighter pilot for the Terran Confederation. But you are not just any pilot, you are the best pilot the academy has ever produced, and to a certain extent, the hopes of the entire human race lie at your feet.

The war is not going well to say the least, and your forces will need a miracle if they are to survive this latest onslaught. You must make that miracle happen using your tremendous skill in a series of ever more challenging and gruelling encounters against your hated enemy.

The presentation of the game is, without a doubt, the most impressive seen on an Amiga to date. Origin have managed to create what I would

say is the closest thing yet to actually taking on the role of the main character from a film.

This is achieved through the clever use of interaction with the other main characters.

As the game progresses you will get to know your crew mates more thoroughly through cinematic scenes which continually describe the enthralling storyline, and by the end you will even actually find yourself liking some characters and disliking others.

Of course, good presentation is all very well, but the really important factor is how does the game play? I have heard people criticise *Wing Commander* for simply being a glorified shoot'em-up. In some

▼ The launch sequence has commenced. Any last minute nerves? Tough!

▲ The briefing where you receive the details of your route and targets for the forthcoming sortie.

Confederation ► pilots must always be on red alert to defend against attack. If they are not careful they may be too late to save the ship.

Head-up and pay attention!



Action's guide to the galaxy



▲ A Kilrathi is lined up in your sights. A couple of well placed shots should do the trick.



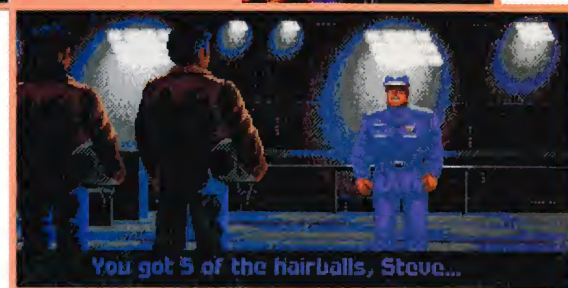
▼ Oh, good shot. That's one down, the rest of the mighty Kilrathi empire to go.



▲ All that is left to do now is negotiate this asteroid field safely and you can go home.



▲ After a long day killing Kilrathi, it's back to the good old Terran Confederation Starship, the Tiger's Claw, for a cup of tea and a long hot bath.



You got 5 of the Hairballs, Steve...

▲ Debriefing time. You will be given information about whether the mission was a success or not, and told of your kills.

respects, there is no denying that this is true. As a pilot on the TCS Tiger's Claw you are expected to be ready to go into battle at a moment's notice to repel any Kilrathi offensive. The main element though, consists of various types of planned missions. These missions can consist of anything from protecting one of your own cargo ships from attack, to leading a strike against a Kilrathi Battle Cruiser.

Cat among the Kilrathi

Carrying out these missions requires you to navigate around a series of waypoints, then back to the relative safety and comfort of the Tiger's Claw. However, it is more than likely that you will come under attack during the course of your travels. At the beginning of the game you will be in a fairly dodgy ship which only has light armaments, but as you progress the leaders will begin to trust you with some of their more expensive, more powerful craft, armed to the teeth with guns and missiles.

Don't get too confident when you are asked to fly a mission in one of these craft though, as it usually means that the task you are being given will be much more difficult. The action is all extremely hectic and the tension level gets quite high at times.

However, as is happening more and more frequently recently, the amount of enjoyment you will gain from the experience will be drastically affected by

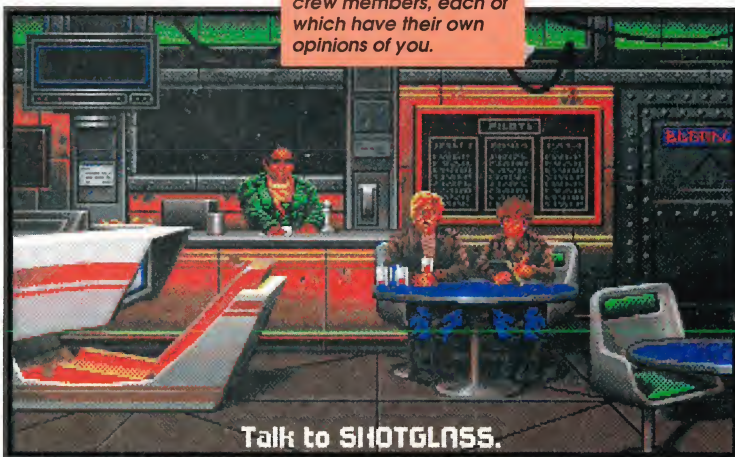
the hardware you possess. On a 500 for instance, the machine is obviously pushed to its absolute limits. I wouldn't be surprised to learn that if you listened hard enough while playing the game, you could hear the machine actually creaking under the strain!

Obviously this leads to the game being exceptionally slow, and while I suppose it is just about bearable to play at this speed, there is another problem which arises from this. It makes the game much more difficult to play, especially when flying through an asteroid field. There is nothing more frustrating than dodging huge rocks for ten minutes, only to find one suddenly appear right in front of you leaving no possible chance of avoiding it.

On a 1200 the game fares much better, moving at a more than acceptable speed, thus making the game infinitely more playable. On a machine of this type *Wing Commander* is one of the most enjoyable computer experiences I have ever come across, and if this is going to become a regular occurrence I would have to say that it is time everyone began to

seriously consider an upgrade - it does seem the market's shifting that way.

▼ The bar is the hub of the ship's social activities. It is here that you will meet the other crew members, each of which have their own opinions of you.



Talk to SHOTGLASS.

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Chris Roberts
PRICE: £34.99

S C O R I N G	
GRAPHICS	88%
SOUND	84%
PLAYABILITY	76%
DIFFICULTY	AVERAGE

Do you want the bad news or the good news first? Well, here's the bad news. On a 500 the game is a bit of a tragedy. What should have been a thrill-packed excursion to the outer reaches and beyond is about as exciting as a Sunday afternoon drive down to Granny's place. The good news is that if you have access to a 1200 you have the chance to play what is in my opinion, one of the finest games of all time - your life will never be the same again.

REVIEWED BY: Steve

SECOND OPINION

Good space-age flight sim with an added dash of shoot'em-up to boot. The flight sim concept has gone one stage further, which is good for the future. Top stuff: load, launch and go!

OPINION BY: Huw

OVERALL SCORE

80%

ACTION REVIEW PLATFORM

Battle your way through a mythical land in the latest hack 'n' slash barbarian epic.

At one time it became extremely popular to pull on a loin cloth, sit in front of a computer screen and quite happily obliterate enemies with your enormous sword. Sadly this craze died out for some inexplicable reason, and software companies simply stopped producing this type of game, but now, and not before time in my opinion, Thalion have come along with an attempt to revive the interest.

The story is standard fare for this type of game. You play a hero with a difference, going under the name of Valdyn. The difference is that he is in fact half man, half lion! He is one of a race

of these strange creatures who generally like to keep themselves to themselves, but now are coming under threat from an unknown force.

The Lionheart, which is the source of all goodness in their land, has been stolen and unless you can regain it, the land, and the people in it, will die. As if that wasn't enough for Valdyn to worry about, just before he leaves he discovers his girlfriend has been petrified by some mysterious force. During your travels you will have to hope that you can find something to cure her, or face the prospect of being married to a very unusual hat stand!



LIONHEART



▲ Flying on the back of a great big orange dragon might not be everyone's idea of fun, but Valdyn certainly seems to be enjoying himself.



▼ Some people would give anything to ride a dinosaur, well now you have the chance - If you are good enough to reach the later levels that is!



▲ What a lovely sight, Valdyn and his pets together in a family picture. Little do they know, he will be risking their lives in no time!





▲ You will not be carried right through the game. Some sections you will have to attempt on foot, taking care not to run over any spikes.



▲ No time for joviality now. Fighting the end of level guardians is difficult enough on foot, but moving at high speed on a dragon?

I mentioned that in earlier examples of this type of game, the hero was always blessed with an enormous sword. Well I'm glad to say that this tradition has been carried on. Valdyn has a particularly large weapon and can make use of it in many different positions. For instance, if you were to be attacked by a creature that was attacking you from above, you could whip out your sword and swing it above your head, and so on. There are plenty of different attacks that you can perform and learning how and when to carry them out will undoubtedly take a little time.

Back of beyond

Getting around in the game is a little different to anything that has been seen before. Your hero starts his quest airborne on the back of a dragon, but soon ends up on foot, when he has a bit of an encounter with the side of a castle.

On the later levels though you will have to ride strange dinosaur-type creatures, and even be reunited with your friendly, flying dragon. The levels with you on the back of the dragon are basically horizontally scrolling shoot'em-up sections, but it must be said, provide a very welcome diversion from the platform levels.



The game is divided into fourteen reasonably large levels, on many of which you will face a tough end of level guardian. Thankfully, with so many levels, the designers have provided us with a fair amount of variation between each one, ensuring that boredom doesn't set in too quickly.

There are plenty of good things in *Lionheart* which enhance the game's image in the player's eyes and make him feel that a certain amount of thought and effort has gone into the game, something which cannot be said about many of the games released today. A good case in point is the end sequences. It is fair to say that you are left feeling disappointed upon completion of many games now, because all you receive is a congratulatory message. Thalion have taken this into consideration and provided not one, but two different endings to the game. I won't spoil either one for you but suffice it to say it varies depending on whether you manage to find the correct object to save Valdyn's girlfriend or not.

Lionheart is by no means a classic game, far from it in fact, but it has plenty of endearing qualities. I doubt that anyone who buys it will come away too disappointed.



THE LOW-DOWN

PUBLISHER: Thalion
CONTACT: 021 442 2050
TEAM: E.Kloibhofer & M.Bittner
PRICE: £25.99

S C O R I N G	
GRAPHICS	91%
SOUND	80%
PLAYABILITY	85%
DIFFICULTY	AVERAGE

I don't normally go in for this kind of thing, but in *Lionheart's* case I am going to make an exception. There is nothing outstandingly spectacular about it but there is something which makes me say that it is one of the better examples of its kind. The graphics are top-notch with some great sprites and parallax scrolling, but it is the attention to detail and the amount of thought that has obviously gone into it that brings it to the top of the pile.

REVIEWED BY: Steve

SECOND OPINION

Lionheart, although a bit unoriginal, is a well put together platform adventure which only really falls down by being slightly too easy. Nevertheless, this is definitely one that is worth a look.

OPINION BY: Alan

OVERALL SCORE

82%

competition

BOOGIE WITH THE BITMAPS

AA Chaos Engine Review

"A pulsating, thumping music score pumps out of the wholly inadequate monitor speakers - if ever there was a reason for getting those decent stereo speakers for the Amiga, now is the time!"

If you have already read the review of *The Chaos Engine* elsewhere in this issue then you will know that full enjoyment from the game cannot possibly be gained using the puny speaker that came built into the side of your monitor. This will hopefully become the case with many of the games released in the near future, so as is happening more and more frequently these days, the time is upon us once more to upgrade.

Never let it be said that Amiga Action hasn't got its finger on the pulse of what's going on in the Amiga market, because no sooner has the first game really to need better sound reproduction appeared, than we are giving you the opportunity, in conjunction with The Bitmaps, to win an extremely expensive, top of the range set of Roland stereo speakers which will overnight turn your Amiga into a machine

that will provide you with endless nights of aural ecstasy.

Not only that, 10 runners-up will immediately become the proud owners of a highly exclusive, not to mention highly

fashionable, Bitmap Brothers T-Shirt. All you have to do to stand a chance of winning is tell us the answer to the following stupendously simple question :-

Who invented the Gramophone (or Phonograph)?

Send your entries to:
Boogie on Bitmaps
Compo, Amiga Action,
Europa House, Adlington
Park, Macclesfield, SK10
4NP. They should reach
us no later than the
19th March, 1993.

BOOGIE WITH THE BITMAPS

The inventor of the Gramophone is:

.....

Name: Alex Hewson

Address: 18 Dues Berg St Princes

Ave Hull

Postcode: HU5 3QD Tel: 493237

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AMIGA ACTION

INTER ALTER

When you hear a rumour that a top band (one who's been on Top of the Pops no less!) are working on a computer game of their very own, there was no way we could pass up the chance of rubbing shoulders with the stars.

BY: PAUL MCNALLY AND BRAD BURTON

Always eager to search out the hot new stories, Amiga Action sent down Paul McNally and Brad Burton to deepest Stafford hopefully to bump into the guys (well we didn't like saying that we arranged to meet them in a seedy railway station café at midday!)

Not fully knowing what to expect or where to be taken, the pair of them donned their bobble hats, bought a box of Pro-Plusses to help pep them up throughout a hard day's raving and boarded the 11:18 am from Manchester Piccadilly (home of the bomb scare!): Armed with a video camera, a

**"All I've ever d
computers an**

dictaphone and a knowledge that they were going to be picked up in a café, off they went...

On arrival, it was off to Chris Peat's house (via the pub and a bit of Pool) to get down to some serious interviewing. At this point it must be said that we encountered two of the daftest dogs ever. If they could read it'd be worthwhile saying hello to 'em. After chasing them around the front room with a remote control car, we all settled down into a serious mood. Topics to be lightly galloped over included the band, their new name change to Nexus 21, and their forthcoming computer game release. Chris Peat did most of the talking...



▼ Four very dodgy looking characters attempt to pick a major fight with each other. Ahh, the rave scene just isn't what it used to be... (Shut up! - Ed.)



OG-8

Q Do you always hang out in seedy railway station cafes?

A All the time. You get a really good quality of tramp sitting in the corner!

Q Any bad experiences?

A Well we sometimes hang out in seedy railway station cafes! Seriously though when we first started recording, we made a whole album and didn't even get paid. The record industry is a bad experience – the label went bust and we just got ripped off completely.

Q What hobbies did you have as a nipper?

Q As a kid did you have any ambitions?

A I've always wanted to be a musician, and never really set my sights on doing anything else.

Q Any memories from school?

A Well my mum could never afford to buy me the expensive trainers of the day and I was picked on quite heavily. My worst memory is of bonfire night. I remember my mum brought me a brand new school bag, and the school bullies dropped a banger in it and completely destroyed it.

Q Any advice for any kid who's getting bullied?

A Keep your chin up, because when they die, God will pay them back (probably). Alternatively take running lessons, or carry a foot 'n' half of lead piping up your sleeve. Prevention is better than cure, so hit them before they hit you!

Q What's your favourite drink?

A Tea. Tea's the best drink of the day, plenty of milk though.

Q Could you now live comfortably on your earnings?

A I could, but I've got my eye on a big Yacht, it's got loads of top things like radar and sails so for that reason I'm still working.

Q Where's the furthest place you have travelled to with Altern-8?

one from about 16 years old is play with
d mess about with keyboards" CHRIS PEAT (ALTERN-8)

A All I've ever done from about 16 years old is play with computers and mess about with keyboards.

Q Was Nexus 21 your first project together?

A Yes!

Q Why are you going back to Nexus 21?

A People were taking Altern-8 far too seriously, and that really wasn't the idea, so we're shedding the suits, coming out of the closet and revealing ourselves to the great British public.

Q What's your worst nightmare in the whole wide world?

A Going to prison for not paying library fines. Travelling the tubes in London!

A Detroit, New York, Los Angeles and all over Germany, quite a lot of Gaye Paris. Unfortunately I've not been to Uranus, but we've got a tour planned there next year with Nexus 21.

Q Are you the most famous thing to come out of Stafford?

A Well there used to be a pretty famous blues band called 'Climax'. They were big in the 70's but then they wilted away.

Q Did you enjoy school?

A If I were to be perfectly honest I'd say no, I can't remember one week throughout my last two years in which I wasn't off at least one day. I only tended to



go in if I had Music. I wasn't particularly interested in anything else.

Q) Do you mind Southerners?

A) Knees up muvver brahn, apples and pears, and threepenny bits, nah I don't mind 'em to be perfectly honest. I've got loads of friends down there.

Q) Do you collect records?

A) Not really, the only time I get to listen to music other than my own is when we do a club and we hear what the DJ's are playing.

Q) Where did you steal the kid that said "Top One Nice On Get Sorted" from?

A) She's the daughter of someone who worked for Network Records. She's called Claire and she's really sweet! Five year old and a superstar (sigh), some people have all the luck.

Q) Did you give her back?

A) Yep straight away, I didn't want to though! MC Crazy Claire, where are you now.

Q) Any chance of her making a comeback.

A) Well I'm not gonna give too much away, but it's just possible she's appearing on the new album. But I could be fibbing too!

Q) Is there any particular journalist that gives you a hard time.

A) Melody Maker have this curly, harrowed geek who seems to slate everything we do. However I don't worry too much about him because he's

probably insecure.

Q) It's obvious you don't just throw your tracks out, so what's the secret?

A) As with Evapor-8, the tune that's got the "Top one, nice one, get sorted" sample in it, think of a saying, spread it about a bit, and a week or so later you'll hear it on The Word. This is one way of producing a hit. Alternatively take last week for instance; I woke up with a brilliant idea for a track and found myself dragging myself out of

bed at 4am and walking over to my studio and recording the basics for a kickin' new choon. Inspiration is the key.

Q) Have you ever been sussed out for being Altern-8?

A) Nah, everybody knows Altern-8 are Chris Peat

"...I like platform games and to the odd shoot'em-up."

and Mark Archer.

Q) What do you do on Sunday?

A) Sleep, oh and go to church, but that goes without saying.

Q) What's your favourite TV advert?

A) About a year or so ago, there was this ace Carling Black Label ad, which started off with a man in a supermarket looking at washing powders. It then went off and a few seconds later, what looked like another advert came on with him being chased by a load of Indians, then through a crowded pub. I liked it because it was mad and really original.

Q) Have you any bad habits?

A) I sometimes bring plutonium into the house which my girlfriend doesn't appreciate. It does produce a Ready Break-type glow which is quite good though.

Q) Losers use drugs, what do winners use?

A) Winners use computers, I mean look at you two, you're obviously dead smart.

Q) What type of haircut do you generally go for?

A) A number one all over, you know similar to a skinhead. This means you don't have to fall about brushing your hair in the morning.

Q) What three things would you buy from a chemist?

A) Hmmm, tricky one that. Condoms, toothpaste and cough medicine coz I get ill a lot.

Q) What pets have you got?

A) I've got a Parrot called George, two dogs - Bonnie and Sweep and a mouse called surprisingly "The Mouse."

Q) What are your views on nepotism?

A) Uhh, what exactly does it mean? (Brad struggles explaining.) Oh yeah, I think it's sound, I mean you've got to look after your friends and family haven't you?

Q) Why Altern-8 with the number?

A) Why not? Lots of words end with -ate (8), and it's catchy. Besides the whole marketing plan was based around that.

Q) Now down to some serious gaming business! What's your favourite computer game?

A) I used to really like *Hitchhiker's Guide to the Galaxy*, I also love *Pinball Fantasies* on the Amiga (I got 80 million on Partyland yesterday and the damn thing just crashed on me! That was a bit of a morale sapper!), *Speed Ball 2* and (nudge) *Un-Sensible Soccer*. It's got to be really wacky but generally I'll play whatever I can get my hands on.

Q) What computers do you own?

A) Yeah, I had the classic ZX81 then I got a Commodore 64 an Atari 1040STE and an Amiga 1500. I used to have a bog-standard A500 but then I got offered the 1500, realised you can plug more bits in there and wanted it immediately! The ST is used to write tracks (making money I suppose) and the Amiga is generally for games and boring business stuff like accounts. It's all wired up to a beefy set of speakers so it sounds really loud.

Q) What's your favourite type of game?

A) I like platform games and I'm occasionally partial



▼ Altern-8 unveil the first screenshot of their new game. The mind boggles somewhat as to the kind of on-screen exploits the band could be capable of, as anyone who has listened to any of their music will be able to testify! Still, so long as you don't have to turn to play the thing, things should be ok...



programmed by a top secret software development team, who are holed up in a nuclear bunker, somewhere under the streets of Stafford. It's going to be a platform game (ish), and will feature some of the band's exploits and stunts over the past couple of years.

It should be pretty smart and rest assured our scientists/programmers are the best in the business. A clever combination of code and atom splitting should ensure a fun factor never before seen on the Amiga. At present we've only got the game data in liquid form and we're having a few problems getting the formula correct so it sticks to the disk!

We've got big things planned for it but we obviously can't reveal much just yet because negotiations are a bit delicate!

Q) Can we get Zoe your girlfriend on film and make

Luckily I got the job because I'd had other experience. I was lucky I guess. It all took off from there really.

Q) Who would you most like to roll around in a gigantic tub of Vicks with?

A) My girlfriend Zoe. She's been with me right from my school days, and yes I do love her.

Q) Do you think the twins from Neighbours are attractive?

A) Yes. Very much so!

Q) Where was your best gig?

A) There's been too many good ones. I could never say that there was any specific one - better than the rest, but everybody has been really nice to us.

Q) How many of those limited edition silver discs

d I'm occasionally partial

CHRIS PEAT (ALTERN-8)

her famous within our hallowed pages?

A) Not at the mo, she's making a sandwich.

Q) Do you watch the Big Breakfast?

A) Nah, I never wake up before 12.00am. Although I will admit to seeing bits of it twice!

Q) How did you both get together?

A) We met in the studio. I saw an advert in a local newspaper for a keyboard player and applied.

that Paul gave to a strange girl from Doncaster away were pressed?

A) Only 1000 Infiltrate 202, 12" were pressed, and had you have not foolishly given it away, you could have sold it for the princely sum of more than £50!

Q) So then, tell us about your forthcoming albums

A) The new Nexus 21 album should be out by the end of March. There's no definite title, so therefore

TRAXX ON THE RECORD

We had a word with top rave DJ Traxx, to see what his opinions were on the Altern-8 phenomenon.

At the peak of any serious rave night about a year ago you could guarantee that "Top one, Nice one" would appear somewhere in the mix. The Altern-8 tunes seemed to strike a chord with every serious all-night raver up and down the country. Ever since the stunt they pulled at Shelleys, they have received cult status and serious respect from their home area, Stoke and Stafford.

The Nexus 21 stuff is little-known but it is stuff I personally prefer. Bleeps and bass was the turning point in the house scene and I would say their stuff was without doubt classic. I hear now they are pursuing the Nexus project so no doubt we will all be hearing more quality from this well-respected group and label!

DJ TRAXX



if any of the readers have an idea, send them to us and we'll forward them to Network records if it's good enough. Who knows you may get to see your title on the shelves (although there are no promises!). There'll be another Nexus album released at the same time with all the old stuff on it.

At the moment we've no plans to do any more Altern-8 in this country although on the continent and in the States we'll still be releasing stuff. So you'll all have to go out and buy the imports now. Anyway, they look better in a record collection.

Q) Who writes the tunes?

A) Both me and Marky do, he generally writes the fast stuff, while I put together the slower stuff. Q) What's the highest chart position you gained?

A) Active-8 was our most successful and it reached Number 3 staying there for a good two weeks. Evapor-8 and Hypnotist-8 both reached Number 6, so we've not done too bad really!

Thanks very much for your time!

Special thanks to Altern-8 aka Chris (Blue) Peat(er) and Marky (Scooby Doo) Archer, Zoe for the ciggy. Bonnie and Sweep for kissing Paul. The friendly staff of The Victoria Pub on Browning Street especially Christine for their good food and hospitality. The posse - oh, and the mix-a-tastic DJ Traxx because without their co-operation this superb feature wouldn't have been possible (probably). Always remember folks, you can always read the best star interviews in your favourite Amiga mag!

HAVE YOUR

As part of our project to gather information on everyone who lives in the UK, before we sell it all to M16, we turn to our readers again to ask you all what you think of the new-look Amiga Action! There's a free game for one lucky person, so send this in!

about you

Are you:

- ☒ Male
☐ Female

What age are you? (Please write):

12

Where do you live?

- ☐ Scotland
☐ North West England
☒ North East England
☐ Midlands
☐ East Anglia
☐ London
☐ South East England
☐ South West England
☐ Wales
☐ Northern Ireland
☐ Overseas (Please state country)

What MAGAZINES you buy:

Please indicate which magazines out of this list you buy and how often: (Please tick)

Magazine	Every month	less than 7 times a year	more than 7 times a year
Amiga Action	<input type="radio"/> Subscribe <input type="radio"/> On order from newsagent <input checked="" type="radio"/> Just buy it	<input checked="" type="radio"/>	<input type="radio"/>
Amiga Power	<input type="radio"/> Subscribe <input type="radio"/> On order from newsagent <input checked="" type="radio"/> Just buy it	<input checked="" type="radio"/>	<input type="radio"/>
The One	<input type="radio"/> Subscribe <input type="radio"/> On order from newsagent <input checked="" type="radio"/> Just buy it	<input checked="" type="radio"/>	<input type="radio"/>
CU Amiga	<input type="radio"/> Subscribe <input type="radio"/> On order from newsagent <input checked="" type="radio"/> Just buy it	<input checked="" type="radio"/>	<input type="radio"/>
Amiga Format	<input type="radio"/> Subscribe <input type="radio"/> On order from newsagent <input checked="" type="radio"/> Just buy it	<input checked="" type="radio"/>	<input type="radio"/>
Amiga Computing	<input type="radio"/> Subscribe <input type="radio"/> On order from newsagent <input checked="" type="radio"/> Just buy it	<input checked="" type="radio"/>	<input type="radio"/>

Out of the above list (but not including Amiga Action), which is your favourite mag and why?

Mag: Amiga Power

Why: Because its as good as your mag.

why do you buy AMIGA ACTION

What is the main reason you buy Amiga Action? (Please tick only ONE of these boxes):

- ☒ Good coverdisks
☐ Game you like is being reviewed
☐ Always buy AA
☐ Boggit's
☐ GTGAs
☐ Competitions
☐ Features
☐ Trust our opinion on games
☐ Think we're witty
☐ Other (Please say)

What are the other reasons you buy Amiga Action? (Tick as many boxes as you like):

- ☒ Good coverdisks
☐ Game you like is being reviewed
☐ Always buy AA
☒ Boggit's
☒ GTGAs
☐ Competitions
☒ Features
☐ Trust our opinion on games
☐ Think we're witty
☐ Other (Please say)

Which other non-computer mags do you buy MONTHLY? (Please write):

How many other people will read your copy of Amiga Action?

- ☐ One
☐ Two
☐ Three
☒ Four or more

about games

How many games do you buy a year?

- Budget:
☒ 0-5
☐ 6-10
☐ 11-15
☐ 16-20
☐ Over 20

Full price:

- ☒ 0-5
☐ 6-10
☐ 11-15
☐ 16-20
☐ Over 20

What sort of games do you like most?

- ☐ Simulation (flight, sea, land etc)
☐ Sports
☐ Role Playing Games
☒ Strategy (eg wargames)
☐ Boardgames (eg Chess conversions)
☐ Driving/Racing

What prompts you to buy a particular game?

- ☒ Platform.
☒ Arcade
☐ Adventures
☒ Shoot'em-ups
☒ Beat'em-ups
☐ Puzzle
☐ Bat 'n' ball
☒ Friend's recommendation
☐ Advertising
☐ Because it gets a good review in our competitor Amiga mags
☐ Because we give it a good review
☐ It's from a company with a good reputation
☐ Other (Please say)

SAY AGAIN

Where do you buy your games?

- ☒ Shop
- ☐ Mail Order
- ☐ Second hand market
- ☐ Copied from a friend*
- ☐ Other (Please say)

*If you fill in this box, don't worry!
However, if you don't want to give your
name and address, that's fine, but
please send the form in anyway!

about your computer

What have you bought in the last 12 months?

- ☐ Second floppy disk drive
- ☐ Hard disk
- ☒ Extra memory
- ☐ Joystick
- ☒ Mouse
- ☐ Monitor
- ☐ Disk accessories
- ☐ Printer
- ☐ Non-games software
- ☐ A1200 computer

What do you intend to buy in the next year?

- ☒
- ☒
- ☒
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

On average, how much do you spend on extras for your computer a year?

- ☒ £0-50
- ☐ £51-100
- ☐ £101-150
- ☐ £151-200
- ☐ Over £200

What other computers do you own?

- ☐ Atari ST
- ☐ Sega Mastersystem
- ☐ Sega Megadrive
- ☐ Nintendo NES
- ☐ Nintendo SNES
- ☐ 8 bit machine (ie Spectrum)
- ☐ IBM PC, PC compatible
- ☐ Macintosh
- ☐ Handheld (ie Gameboy)
- ☐ Other (Don't say)

about the magazine

Please tick the boxes which describe what you think about each section of the magazine.

	Ace	Good	OK	Poor	I want more	I want less
Cover	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Coverdisks	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
News	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Coverdisk pages	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Charts	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reviews	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Features	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Compos	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
BluePrints	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
GTGAs	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PD reviews	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Boggit's	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Budget	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
TalkBack	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Swap Shop	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Buyer's Guide	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

How do you rate AA compared to Amiga Power and the One (out of 100):

	AA	AP	The One
Writing	95	95	95
Information	95	95	95
Design	95	95	95
Balance of mag*	95	95	95
Coverdisks	98	100	95

*ie what you think about the amount of different stuff put into the mags that you like

How often do you agree with our reviews?

- ☐ All the time
- ☐ Most of the time
- ☒ Half of the time
- ☐ Hardly ever

You will have noticed we have recently redesigned the mag. Is it:

- ☒ Better than before
- ☐ Worse than before

If you think one of the sections (left) in the mag is particularly terrible, please say why:

What the section is:

Coverdisk pages
Why: Not enough information on how to control the game.

If you think one of the above sections in the mag is particularly good, please say why:

What the section is:

Coverdisks
Why: I think you get Brill Demos and I like all of them.

Please say what you think of the reviews:

	Enough	Not enough	Too much	Don't know
Length	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Info	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Analysis content	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Screen shots	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Do you think our review scores are:

- ☐ Too high
- ☒ Too low
- ☐ Just right

Which parts of the design, if any, DON'T you like and why?

► Which parts of the design DO you like and why?

I like the charts
because it keeps
me upto date with
the best games.

How would the following changes affect the likelihood of whether or not you continue to buy AA?

	More likely	Less likely
Drop price to £3.50 and have 1 disk:	<input type="radio"/>	<input checked="" type="radio"/>
Drop price to £2.95 and have 0 disks:	<input type="radio"/>	<input checked="" type="radio"/>
Increase price to £4.95 and have 3 disks:	<input type="radio"/>	<input checked="" type="radio"/>
Occasionally increase to £4.05 & have 3 disks:	<input checked="" type="radio"/>	<input type="radio"/>
Stay with two disks at £3.75	<input checked="" type="radio"/>	<input type="radio"/>

If you could do one thing to improve AA, what would it be and why?

What it is: The next month bit
Why: I think it gives you
to much information on
what going to happen

Please write any other comments and ideas you would like to see incorporated into AA:

You could change the
Boggits bit so that
it gave you some
cheats as well a
helping hands.

All information will be kept in the strictest of confidence and will be used for internal statistical purposes only.

Please send your completed surveys to: Reader Survey 2, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Your name Alex Hewson

Your address 18 Duesbery st
Princes Ave Hull

Game you'd like Lemmings II the
Tribes.

COMPETITION WINNERS

It takes a lot to get your name carved into the holy artifact that is the new issue of Amiga Action, usually folding green stuff as it turns out (although we don't like anyone to know). However, due to a recent change of editorial policy (who DID dangle our Editor out of that window then?), we are opening our hallowed paper to those people who win our compos! So please find below at list of those people who won the Armed and Dangerous competition in issue 39!

(By the way, since we're getting a bit bored of this dull-looking page here at Amiga Action Towers, could all this issue's compo entrants please send in a photo of themselves if they can. Just better warn you that we can't return them though).

ARMED AND DANGEROUS!

We had hundreds of entries to this star-studded compo, where, if you can remember, we asked you to tell us what you would do if you had a Lethal Weapon and what would it be.

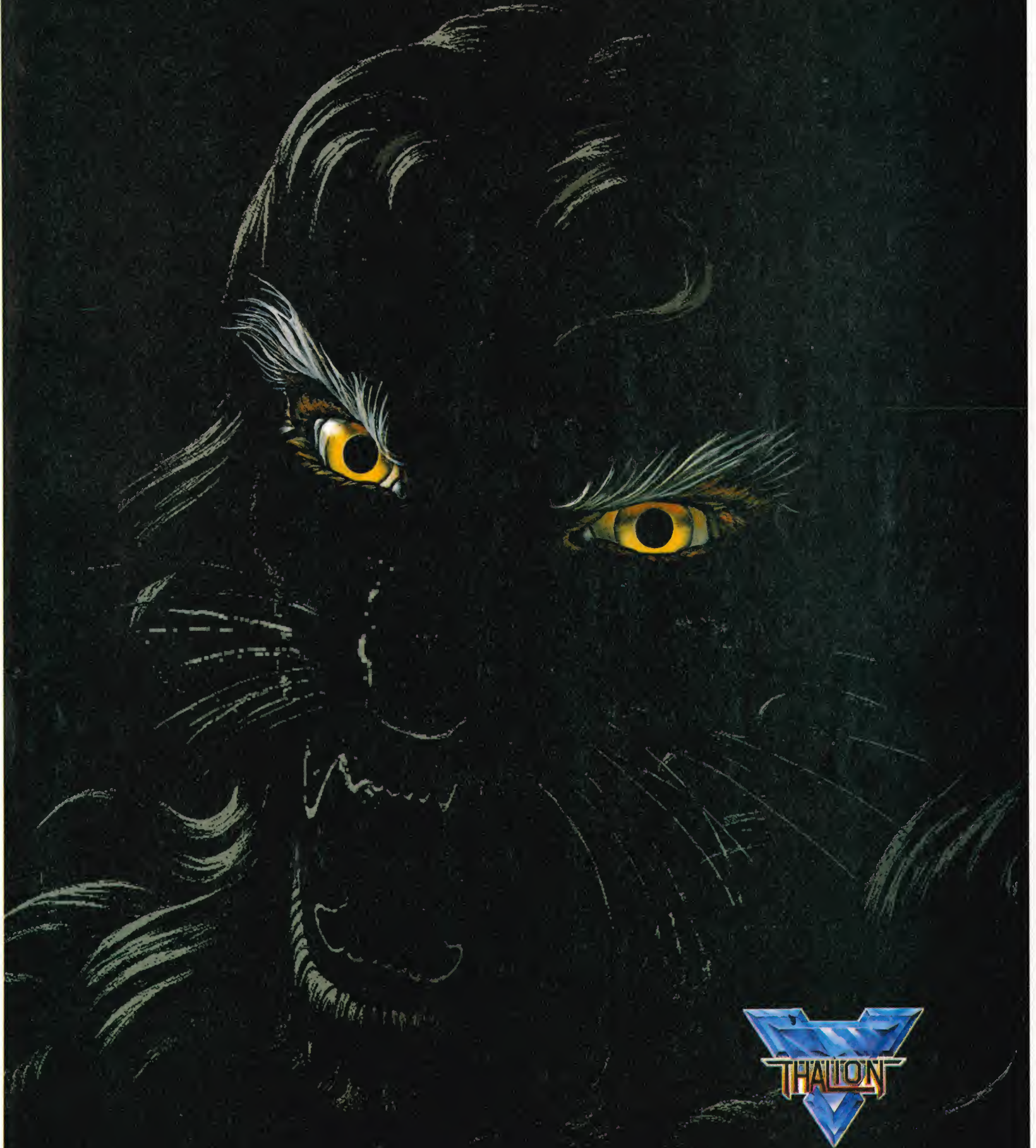
Many sick people entered this compo and went into obscure gynaecological details (none of which we could possibly print in this mag, although Super Action would probably be interested).

Anyway, the winner of the video recorder, and all-round good egg, is Alan Finch from Nottingham. Your outrageously good prize has been removed from the Editor's bedroom and is now on its way to you.

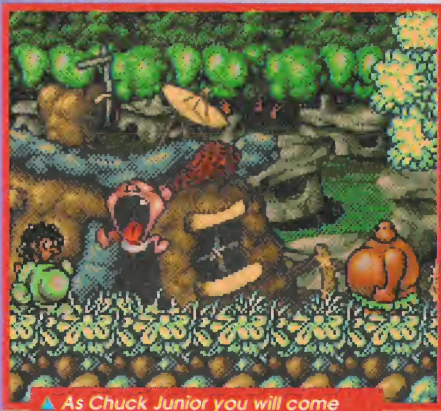
The runners-up, who all receive a copy of Ocean's *Lethal Weapon*, are Chris Davey from Lichfield, Mr Ian Roper from Helensburgh, SJ Wynne from London, Jonathan Rea from Belfast, Finlay Rennie from Cardiff, S. Oliver from Northants, K. Dooley from Manchester, Peter Falshaw from Preston, Terry Huggett from Kent and Stuart Hopkins from Barnsley.

Thanks to everyone who entered. Remember, only Amiga Action does the best competitions!

INTO THE LIONS DEN....MARCH 1ST



021/442 2050



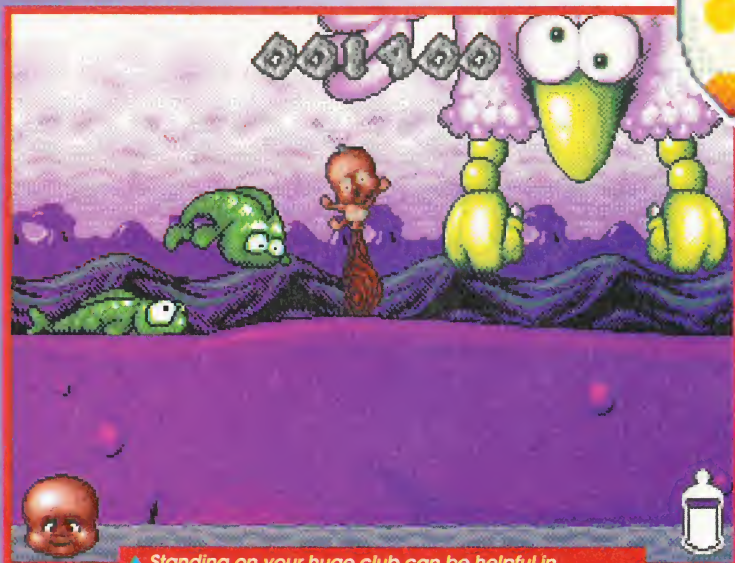
▲ As Chuck Junior you will come across many strange enemies, such as men dressed in dinosaur suits!



▲ According to the people at Core Design this is the largest sprite ever seen on the Amiga to date.



▲ An unusual aspect about this hero is that when he takes a hit, he bursts into a flood of tears.



▲ Standing on your huge club can be helpful in avoiding enemies which attack from low down.

CHUCK

Will Core's new release bring forth a cheer of surprise or fall on rocky ground?

Love him or hate him, there is no denying that the original *Chuck Rock* game was a phenomenal success. Coming from what was at the time a little-known software house, it was a big surprise when the game took the software world by storm. There was something about the belly-butting antics which raised the game's head above the surface of the swamp of other platform titles available.

Now, with Core Design firmly established as one of the most consistent producers of quality software in the country, the sequel is at last nearing completion. They have taken a slightly different approach with this release though. Whereas in the last game Chuck was forced to go off and rescue his lovely wife, Ophelia Rock, from the clutches of the evil Gary Gritter, this time around the rescuing responsibility falls to Chuck Junior, son of Chuck, to come to the aid of his perplexed dad.

Chuck has come up in the world since we last came across him. In a flash of inspiration, he



▲ Huge monsters are the order of the day, and Chuck Junior will have to battle his way past them if he is to succeed.

invented the world's first car and is now boss of his own manufacturing company, not to mention incredibly rich. This is all well and good – so far – however things are about to go horribly wrong.

Nappy dash

Once again the green-eyed monster has reared its ugly head, and Brick Jagger, boss of the rival company Datstone Motors, has kidnapped Chuck in an effort to force his wife to sign over the ownership of his much more successful car plant. Seeing his mother's distress at this unfortunate turn of events, Chuck Junior springs into action, breaking out of his playpen and setting off on a quest to rescue his ill-fated parent.

As you would expect, this is a platform game and although it is only at an early stage



ROCK II SON OF CHUCK



During any pause in the action, the son of Chuck will never miss an opportunity to have a quick suck on his thumb.



For a little chap, Chuck Junior is amazingly nimble and agile, even being able to leap gaping chasms in a single bound!

The later levels become much more dark and foreboding, but little Chuck has a stout heart and will be able to cope.

"Unbearably cute and guaranteed to raise a smile on even the most miserable faces"

in its development, it is already looking like it will be one of the biggest games of '93. The graphics are almost unbearably cute and there are a number of moments which are guaranteed to raise a smile on even the most miserable of faces. For instance, when you lose all of your energy, instead of just dying, Chuck Junior

bursts into tears and throws a tantrum, thumping his fists on the floor.

The finished version will contain five large levels and four sub-games which will be available to you on completing each of the first four levels. The levels range from the back of a huge dinosaur to the final showdown in the Datstone car plant.

The sub-games are perhaps the most innovative feature in the game and a lot of thought has obviously gone into getting them right. They are The Apple Tree, The River Race, Statue Carving and

Dinosaur & Cart. My personal favourite is the statue carving, in which Junior must bash away at a rock to make a statue of Chuck before a time limit has elapsed. The sub-games are all completely pointless to the actual game but provide a more than welcome diversion to the main levels.

It would have been easy to do a sequel featuring the same characters as before, but it certainly is nice to see a top software house going to the effort to completely redesign a game for its follow up, and I for one am greatly looking forward to seeing the finished product.

If things go according to plan, you can expect to see a review in the next issue of the magazine.

012900



Hopefully when Chuck Rock II finally hits the shelves it will flatten the opposition provided by the other caveman games.



One false step here could see our hero plummeting into a pit of bubbling lava. Take extreme care when you have to traverse through this section.



PROJECT: Son of Chuck

HOUSE: Core Design RELEASE: April '93

TEAM: D Scott & R Morton PRICE: £TBA

COMMENTS: I was never what could be described as the world's biggest Chuck Rock fan so I wasn't exactly overflowing with excitement at previewing the sequel. However, after just a couple of minutes play, I was grinning like a man with his lips nailed to his ears and having an all-round rare old time. Any game that makes you smile as much as this one is all right by me. Son of Chuck looks certain to become King of the cavemen games.

INSPECTED BY: Steve

If you're in trouble and no one else can help, if you can find him, maybe you can hire Rorian Devereigh.

DMA Design are quickly building a reputation for themselves as being one of the top software developers in the country. Classics such as *Blood Money* and *Lemmings* gave them a solid base on which to work from, and forthcoming releases, including *Walker* and of course, the eagerly awaited *Lemmings 2* should ensure that the future is rosey for all concerned.

Their latest epic is *Hired Guns*, and can best be described as a sort of cross between *Aliens* and the *A-Team*. The game is set well into the future, 2707 to be exact. Technology has advanced at such a rate that it is now possible to Terraform other distant planets, in effect making them habitable to human colonists. However, as always money is short and certain projects have been left abandoned and decaying, only part way to completion.

DMA explain: "In the high technology future of 2707, all credit transactions are relayed to a central authority and names and IDs are automatically logged. When you are

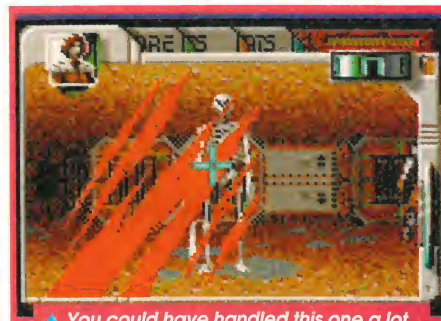
effectively a criminal, normal life becomes almost impossible. Even skills are difficult to sell. For each ability possessed by a human there is a robot that can do the same, cheaper and more reliably. The only area humans really excel in is killing."

Crack dealers

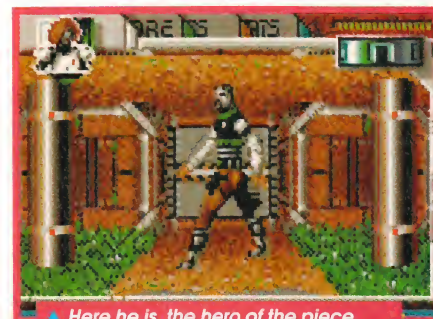
You must take control of a man called Rorian Devereigh and his team of crack mercenaries who are available for all kinds of dangerous missions, for a price of course. This team is so hard they only wash once a week and always stay out after 11pm.

All of the team, including Rorian, are wanted by various authorities all across the galaxy, but it is possible to contact them if you know where to look.

On this mission you have been hired to travel to a distant planet named Graveyard. You will probably never discover the identity of



▲ You could have handled this one a lot better. You're down to three characters.



▲ Here he is, the hero of the piece, good old Rorian Devereigh. Don't cross him or he may just shoot you.

the man paying you, but that is not important, the only thing you need to worry about is completing the mission, which in this case is a hostage rescue.

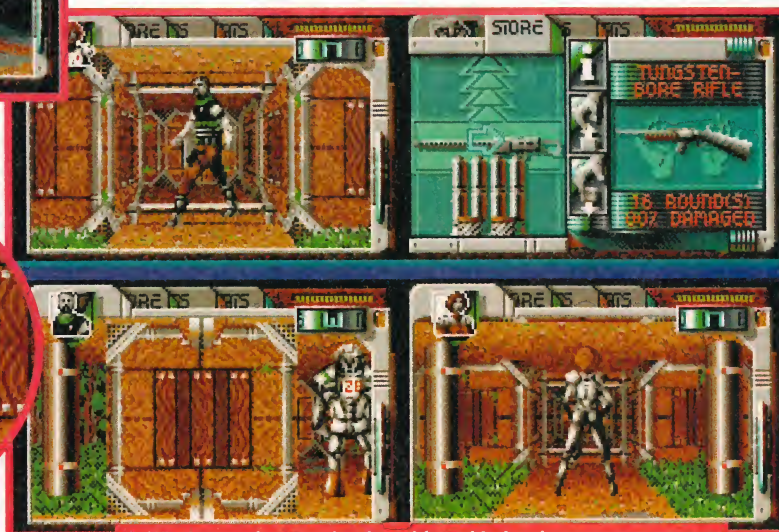
The plot unfolds: "This is not a simple hostage extraction. Things don't fit into place neatly. It will become apparent that there is a great deal more to this mission than expected, something that may even kill them all. Events of the past are about to make themselves felt."

"This isn't a simple hostage extraction. It won't go neatly."

▼ A message to enjoy your stay is perhaps a little out of the ordinary, as you would have thought that the last thing you would do is enjoy yourself.



▲ What could be more relaxing than blowing away a few marauding skeletons with your high powered sawn-off shotgun.



▲ What ever else you do, do not forget to load your weapon. There is nothing more embarrassing than pulling the trigger and nothing coming out.

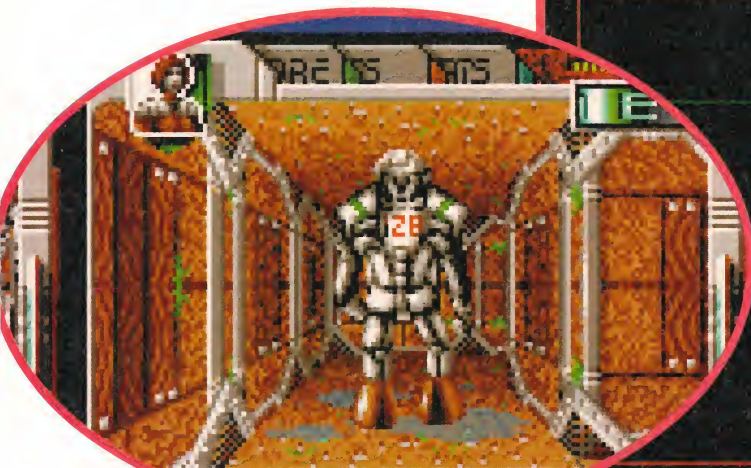


When you are moving your characters around the screen, objects to pick up will appear in the bottom left of the display.



Entering the combat zone, your heart starts to race. You have done this before but it always makes you nervous.

GUNS



This frightening character may look like one of the bad guys, but he is actually one of your team, so don't shoot him by accident!



Monorail terminus leading to combat simulation arena. Valid identification must be presented. Tesseract Battle Systems assume no responsibility for injury incurred in the course of the exercise. Proceed at your own risk.

Describing the gameplay is quite difficult as I have never come across anything quite like it before, as far as I can remember. The screen is split up into four sections, each of which represents one of the members of your team. You can then control each character independently with location, health and other vital information displayed in their particular part of the screen.

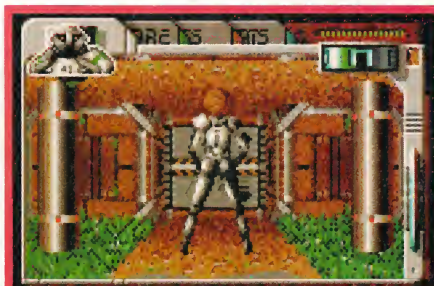
Old flame

The characters all have their own individual choice of weapons, which range from an ordinary revolver to a particularly enormous and destructive flame thrower. All of these weapons have a limited amount of ammunition, so it is best to use what little quantity you have sparingly.

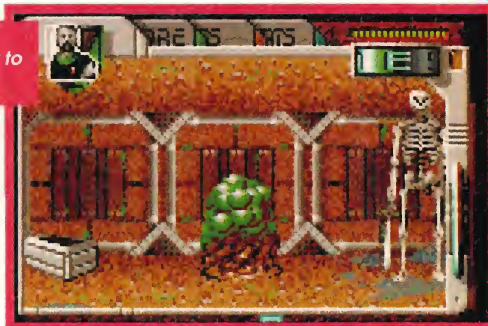
As you travel around you will be leapt upon by unimaginable creatures, must avoid areas flooded with toxic gases and steer well clear of rooms which are used to hatch eggs in a very similar manner to an extremely famous film.

DMA Design are now consistently achieving such a high quality with every product release that I find myself looking forward to each new game they produce, and there are not really too many development teams you can say that about at the moment!

Creatures will hatch from eggs as you wander around, in a remarkably similar way to the very famous film *Aliens*.



As you wander around, clouds of toxic gas will often block your way.



PROJECT: Hired Guns

HOUSE: Psygnosis

RELEASE: Spring '93

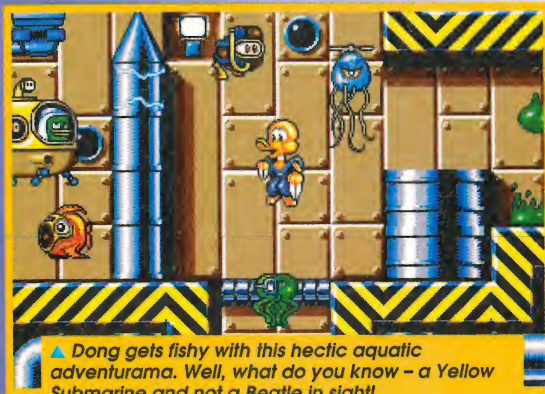
TEAM: DMA Design

PRICE: £29.99

COMMENTS:

Hired Guns looks as though it will have it all when it is released in the near future. Plenty of action, a ton of atmosphere, a great storyline and a long-lasting challenge will all hopefully join together to create one of the most exciting, and more importantly, one of the most original releases of the year. If you enjoy bloodthirsty action, kicking the asses of some exceptionally ugly lifeforms and a good time, keep an eye out for this.

INSPECTED BY: Steve



▲ Dong gets fishy with this hectic aquatic adventurama. Well, what do you know – a Yellow Submarine and not a Beetle in sight!



▼ Our Dong looks a bit limp at the wrist, ho hum. I hope that he is man (or should that be drake?) enough to get a grip on this lot!



▼ Watch out for the flying pigs, Dong me old mucker! There are many baddies on display, so get your nippers out and give those nasties a pinching.

This game is called *Dong*. It is not a working title or cheeky in-house joke, but the name that you will see in games emporiums everywhere within a few months. What is the reason behind this rather dubious title – an innocent reference to a strong bell related story, an intellectual game design around the Chinese word for East? No, *Dong* is so-called because it is, and I

quote, a “cheap knob gag”. So now you know!

Actually, despite the oo-erness of the title, *Dong* is looking like fairly good clean(ish) family fun. There are a few cheeky jokes, but only to Carry On film level which is hardly likely to offend anybody in these liberal times. Mind you, hope Mary Whitehouse doesn't own

an Amiga!

Dong himself is a sort of mutant duck, and not anything else that the more smutty minded members of our readership might have imagined. Fair enough, he is no ordinary duck, as he possesses a large pair (fnarr fnarr) of lobster-style pincers which should give a nasty

“This is looking like good clean family fun”

nip to anything he touches. Even though he's a duck of the mutant variety, he has not forgotten how to have a good lay. No titting from the back row please, I'm referring to the manner in which *Dong* uses his power-ups – he literally turns into a regular common or garden duck and lays them. That, I have to admit, is one of the more original ways of getting your power up!

Moving swiftly on in the vain hope of avoiding any more cheap innuendos, the actual game is of the platform variety, more along the lines of *Putty* than *Zool*, and with allegedly more baddies. *Dong* runs jumps and spins his way around a number of different levels, his big party trick being his ability to drill himself through cracks (baby) when he wants to go down somewhere. He can also kill the nasties with his spinning bit, so good for him!

Dong is, I'm told, quite a technically advanced game. It runs at 50 frames per second and goes at a fair pace with excellent animation which will be evident on all machines, not just the A1200 that the pre-production test demo requires at the moment. This is good news for anyone worried that new games are not going to run on their equipment.

DONG

We could have written some very obvious gags about this title! Read on to find out why.



▲ Dong gets in a spin to try and keep out of trouble. Finding some convenient crack to drill through may be his only hope! That snail thing is a bit weird, it appears to fire shells!

PROJECT: Dong

HOUSE: Global

RELEASE: Early March

TEAM: Hidden

PRICE: £15.99

COMMENTS: *Dong* is the first commercial game to be produced by the Hidden team, and it looks like a pretty good game all round, even at this early stage. Platform games are, of course, about as original as something a bit unoriginal, but all can be forgiven if the game can show itself to be pretty good. *Dong* looks like it will be, and at a price of only £15.99 it may well prove to be one of the real bargain games of the year. Look out for it.

INSPECTED BY: Huw



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AMIGA ACTION...



...FOOLS W

The Ninja From the Nth dimension is now bigger than Robert Maxwell's stomach. We talked to Gremlin on the making of Zool and looks forward to the release of Zool 2.

BY: HUW MELLIAR-SMITH

Zool has probably been the biggest game for the Amiga in the past year. Not only has he made a corking good platform romp, but he has become the figurehead that Amiga owners have so badly desired. Now we all have a character to identify with, who frankly knocks *Mario* and *Sonic* into a cocked hat. Firstly though, Amiga Action can exclusively reveal that there has been a conspiracy amongst the entire world to label Zool as an ant. An ant he is not, and Gremlin were at great pains to emphasise this. (Ahem. So much for our inspired coverline then! - Ed.)

Despite the fact that *Zool* is still selling like anoraks at a train-spotting convention, Gremlin are now embarking on the production of what will likely be the biggest sequel of the year on any format. Nobody is exactly sure what it will be like, the original programmers are not involved this time, but fret ye not, a team responsible for plenty of other quality releases are taking charge, so a top game is absolutely assured. The original team will still be there to make the tea, Hoover the carpet and be on hand to help out with any problems, so don't expect any really radical departures from the original!

Ian Stewart - Managing Director of Gremlin Graphics, and David Martin - Projects Manager, took time out to have a word with us about the Amiga's favourite Ninja. They explained that the original brief was to create, "...a character to

compete with *Mario* and *Sonic*... an alien ninja, the character must be easy to animate and he will need to move fast." This they have certainly achieved.

Many different variations of the character were looked at before the evolution of the Zool we all know and love. At one point, he even had a *Sonic*-style spin and three eyes! Rather than making the character and game fit the program, the entire concept was designed first and the program written around it.

Of course it takes more than just quality to make a game sell. Gremlin know this very well as *Harlequin* was an excellent game which received universal acclaim, but was not a great commercial success. What is it about *Zool* that has made him so

popular so quickly?

Ian Stewart believes that although the game is good enough to sell itself, it was also very well marketed with Zool cropping up just about everywhere: "Zool himself, the Ninja from the Nth Dimension, looks good and definitely grabs the attention. The first time we showed him at a trade exhibition, we knew we had something hot. People seemed fascinated by him. Call it factor X...or perhaps factor N." Part of this factor N may lie in the fact that Zool was definitely in the right place at the right time but, in Ian's own words: "The game is brilliant... no doubt about it."

Zool fans envious of the amount of merchandise that is available for *Mario* and *Sonic* will be pleased to know that this sort of marketing for *Zool* is on the way. We can also exclusively reveal that a deal has been struck with Bell-Fruit Manufacturing Limited of Nottingham to produce a coin-op version of *Zool*. This is due to hit the arcade scene in the Summer and although completely re-written, will consist of

"Zool himself looks good"





WITH ZOOL

the same familiar worlds but with a few added levels, too. There is plenty more in store, but cards are being played close to Gremlin's chest at the

moment – we'll give you the news as soon as we get it.

So, enough of *Zool*, what about *Zool 2*? As I have said, he is not yet in production, but plenty of ideas are being bandied about the Gremlin staff canteen. Ian Stewart: "Obviously, we would not have given the *Zool 2* project to

a new team if we did not think this would be an asset to the game. A fresh team can look at the project in a new way and come up with fresh ideas

and new challenges. Everyone involved with the first *Zool* game is also close on hand to ensure *Zool 2* remains true to the look and feel already created and now so popular."

One potential new twist to the game is the plan to make *Zool 2* a two-player affair, although whether simultaneous or involving split screens (à la *Lotus*) and the like is still at the discussion stage. It also seems likely that the second player option character will be none other than *Zool's* missus, who makes a cameo appearance in the original in the end sequence. Mrs *Zool*, or whatever she will eventually be called, will certainly add a new and interesting dimension to the game from the Nth Dimension.

Another strong possibility is that our hero may



be preceded by a 'super'. How do I mean? Well, we all know superheroes own rather special means of transport. Holy fly-by-wire *Zoolplanes*, you mean..? Yes, *Zool 2* may be equipped with the latest aircraft, *Zoolmobile* and any other crazy ideas the designers can come up with.

However *Zool 2* does turn out, it is expected that it will exceed everything that *Zool* has already achieved. There will be more levels and baddies of

course and should be a more than worthy sequel to the original. It is also likely to be an even bigger success in terms of sales, with the European market opening up and general media interest in *Zool* growing at a pace. It is also certain that *Zool 2* will utilise the A1200's superior capabilities, either

and grabs attention." **Ian Stewart, Gremlin**



within the normal version or by means of an enhanced version as is the case with *Zool* at the moment.

As for the Chupa Chups endorsement, Gremlin are still in negotiation with the best-selling lolly producers and an announcement is expected to be made any time now.

Whatever the outcome, you need not be satisfied with my predictions and speculations, you can read a blow by blow account of how *Zool 2* is developing, written by the programmers themselves, in the next few issues of *Amiga Action*. And where will you find an awesome coverdisk demo of *Zool 2* nearer the time? That I leave to work out for yourselves...

Cast your mind back to Amiga Action Issue 40 where everyone was invited to re-live their most enjoyable times of 1992. Yes, we're talking about Reader Votes where you praised, criticised and told us in strictest confidence (ho, ho!) about your most embarrassing moments of the year.

REA

A) Best Game of the Year



1. Zool (Gremlin)
2. Monkey Island 2 (Lucasfilm)
3. Sensible Soccer (Renegade)

A three game race all the way but Zool eventually chopped and kicked its way to

the top with 22% of the overall vote. And as for our Dynablast tip – well, it wasn't even close! Surprising not to see a Team 17 title up there, too.

B) Worst Game of the Year

1. Moonstone (Mindscape)
2. Big Run (The Sales Curve)
3. Assassin (Team 17)



Shock and horror as Team 17's Assassin strolls into third place. Is this an indication that they shouldn't have strayed from their usual team of programmers? Both Zool and Sensible Soccer gained a few votes in this category.

C) Best Graphics in a Game



1. Project-X (Team 17)
2. Monkey Island 2 (Lucasfilm)
3. Premiere (Core)

It was to be expected that the superb Project-X would earn the Best Graphics award. You also showed your appreciation for Zool and Putty but they didn't quite make it into the top three. Maybe Zool 2 will succeed this year.

D) Best Sound in a Game

1. Zool (Gremlin)
2. Lotus III (Gremlin)
3. Project-X (Team 17)

You seemed to like the tunes on Zool's Music level while the many melodies of Lotus III had you whistling merrily along. Just missing out was Pinball Dreams which was certainly a surprise challenger. And Project-X comes into the frame again.

E) Best Racing Game

1. Lotus III (Gremlin)
2. Formula 1 Grand Prix (MicroProse)
3. No Second Prize (Thalion)



Lotus III and F1GP drove away the rest of the opposition. No Second Prize did well considering the short time it's been available. Lower down, Big Run somehow got a vote while Jaguar XJ220 fell apart before it left the starting grid.

F) Best Adventure Game

1. Monkey Island 2 (Lucasfilm)
2. Lure of the Temptress (Virgin)
3. Curse of Enchantia (Core)

This category should have been entitled 'Best Adventure after Monkey Island 2' because the said game romped home with a massive 71% of the votes! Virgin's Legend of Kyrandia failed to make any impact but the result was always predictable.

G) Best Arcade Adventure Game

1. Beast III (Psygnosis)
2. Eye of the Beholder II (SSI)
3. D/Generation (Mindscape)

A late surge put Beast III at the top after EOB II looked for a long time like winning the title. The legendary Dizzy popped up a few times but was nowhere near to inflicting a dent on the top three's number of votes.

H) Best RPG Game

1. Might & Magic III (US Gold)
2. Eye of the Beholder II (SSI)
3. Amberstar (Thalion)

Closely fought for the top spot but the mighty Might & Magic III stands tall at the end of it all. Surprise nominations include the sports sim MicroProse Golf and the not yet released shoot'em-up The Chaos Engine, as well as Lotus. What a strange lot you are!

I) Best Sports Game

1. Sensible Soccer (Renegade)
2. John Madden's US Football (Electronic Arts)
3. Archer Maclean's Pool (Virgin)

You can't really argue with the winner when it received 62% of your votes. Other than the above, there's not much to talk about. US Gold's The Manager didn't do too badly and similarly for Ocean's poor WWF Wrestling European Rampage.

J) Best Simulation Game

1. A320 Airbus (Thalion)
2. Formula 1 Grand Prix (MicroProse)
3. No Second Prize (Thalion)

Great news for Thalion as they grasp two of the three places. The immense authenticity of A320 had you all enthralled – look out for data disks in the very near future. Virgin's Shuttle and Archer's Pool came close and, somehow, Ocean's Wild Wheels got a vote!

K) Best Shoot'em-up Game

1. Project-X (Team 17)
2. Alien Breed '92 (Team 17)
3. Apidya (Blue Byte)



DER VOTES

A fantastic 1-2 for *Team 17* who lead the way with contemporary blasters. With the official sequels to *Alien Breed* and *Project-X* in the pipeline, guess what you can expect to see in next year's shoot'em-up category?

L) Best Puzzle Game

1. Oh No! More Lemmings (Psygnosis)
2. Goblins (Coktel Vision)
3. Goblins 2 (Coktel Vision)



Nothing particularly inspirational here. Ocean's domino toppling *Push-Over* was just edged out of the top group and Gremlin's *Zool* nearly made it. Our tip for the top, *Dynablaster*, struggled to make an impression with only 5% of you nominating it.

M) Best Bat 'n' Ball Game

1. Pinball Fantasies (21st Century)
2. Pinball Dreams (21st Century)
3. Bunny Bricks (Silmarils)



This was always going to be between the pinball games. The question of which was going to bounce its way to the front is now answered with *Fantasies* earning 60% of the vote and *Dreams* 24%. *Tennis Cup II* did well – a very abstract approach!

N) Funkiest Character in a Game

1. Zool (from Gremlin's *Zool*)
2. Threepwood (from Lucasfilm's *Monkey Island*)
3. Cool Coyote (from Renegade's *Fire & Ice*)

A runaway victory for everyone's favourite ant and a gallant effort by the hero of the high seas. The *Goblins* pair pulled a few votes but we were bewildered by the one suggestion of the Mud Monster from *Enchantia*. Intriguing!

O) Most Overrated Game

1. Epic (Ocean)
2. Zool (Gremlin)
3. Streetfighter II (US Gold)

You were all over the place with these votes but *Epic* managed to stretch away from the pack. It also seems you can't make your mind up about *Zool* or maybe we were a little generous with the mark we gave it... but it is excellent!



P) Most Underrated Game

1. Sensible Soccer (Renegade)
2. The Addams Family (Ocean)
3. WWF2 (Ocean)

Yes, we know you're really fond of *Sensible Soccer* but, hey, we're sticking by our guns and insist that *Kick Off 2* is better! There will always be a large following for the two and we know the real gamers among you agree with us – so there!

Q) Software Publisher of the Year

1. Team 17
2. Gremlin
3. Lucasfilm

This was the closest category of the lot! Only on the last day of compiling the entries did Team 17 squeeze ahead by just two votes. We feel it was their consistency at releasing extremely high quality products that carried them through.

R) Fascist Neo-Nazi Pig of the Year

1. John Major
2. Sonic
3. Boggit

Ooh, you're a little harsh toward our lovable friend, the Boggit. We may just pass on the names and addresses of those who voted for him to the Boggit himself, so you'd better make some pretty comprehensive plans to leave the galaxy! After him, Alan led the way as far as AA staff were concerned. And let us tell you, concerned we were!



S) Most Luscious, Lovely Person of the Year

1. Yourself
2. Cindy Crawford
3. Member of family

What a cop-out! Most people either voted for themselves or someone else in the family. Those of you who got into the spirit of things launched the gorgeous Cindy Crawford to stardom with Kim Basinger, Claudia Schiffer and Kevin Keegan not far behind!



T) Most Embarrassing Moment of the Year

And the moment you've all been waiting for. Here are the best (whether you believe them or not!):

Daniel Avery, 16: "Rode naked through the streets of Watford on top of a Skoda with a teaspoon inserted into my navel orifice – left side... twice." Yeah, mm, of course you did.

Jonathan Gordon, 31: "Buying Wordsworth and then getting writer's block."

Karl Fonseca, 13: "Caught kissing his Cindy Crawford poster." You'll never be able to show your face in public again. By the way, can Nick borrow the poster after you?

Stuart Swan, 19: "Kissing Saddam portraits and sleeping with rubber inflatable Saddam Hussein dolls." What a sick guy.

William Diggle, 13: "Liking the green, small aliens." Wow, surreal!

Anyway, thanks to everyone who took the time to reply to our little questionnaire – here's looking forward to '93!

PD in profile

Who better to give you a cheap thrill than our very own Huw, as he leads you into the PD arena...

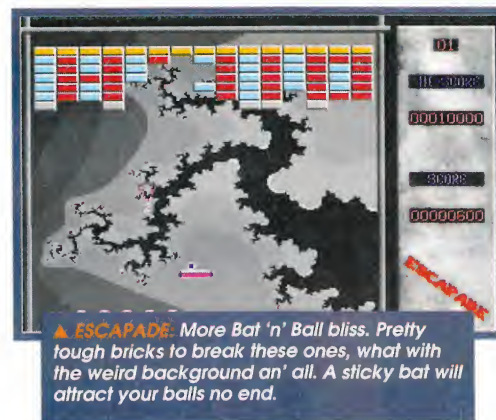
Yes it's that time of the month again! *PD In Profile* is here to bring you the latest in PD, Shareware and Licenseware products to brighten up your collection in a fashion so cheap that even Al Bundy couldn't resist! Our stuff this month again comes from those evergreen PD suppliers 17 Bit and Licenseware giants Deja Vu, so quality is almost certainly assured. Let's have a butcher's at what we've got.

There is a hint of a blast from the past with 17 Bit's stuff this month. *Escapade* is in the classic *Break-Out* tradition, which some of us are old enough to remember was considered a top game around 12 years ago!

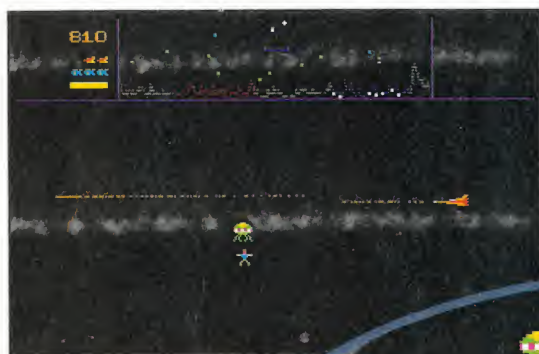
Escapade is very similar to virtually every other bat and ball game of this ilk but does have one small feature not shared by all the rest. Some bricks conceal a secret power-up (or in some cases power-down!) which is dropped as though by parachute to be collected by the bat. Careful though, you may miss the ball if you get too distracted.

If you loved the original, *Escapade* is no worse than the many other *Break-Out* clones about and is worth having a gander at. If you didn't, don't. Disk no. 2332.

Yet another old favourite was *Defender*. Absolutely classic, essentially timeless and here for the Amiga in the form of *Oblivion*. The gameplay is virtually identical to



▲ **ESCAPADE:** More Bat 'n' Ball bliss. Pretty tough bricks to break these ones, what with the weird background an' all. A sticky bat will attract your balls no end.



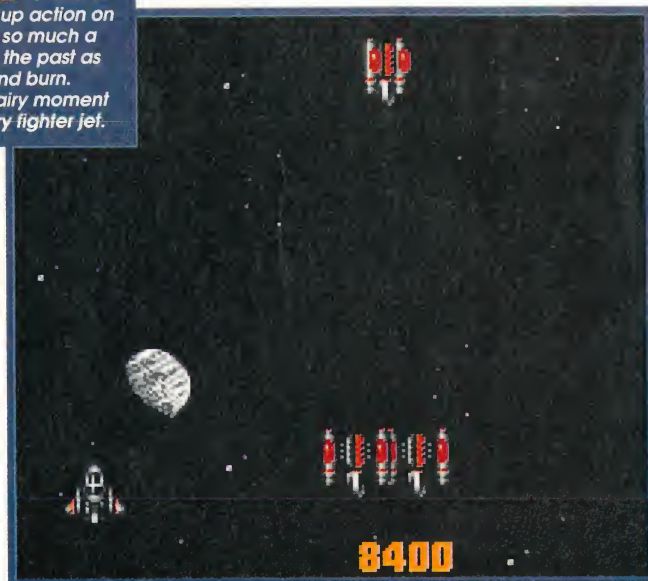
► **OBLIVION:** Defender-style antics in this classic scroll 'n' shoot game. This is one of the best PD games I've seen, so grab it quick and play away till the sun sets.

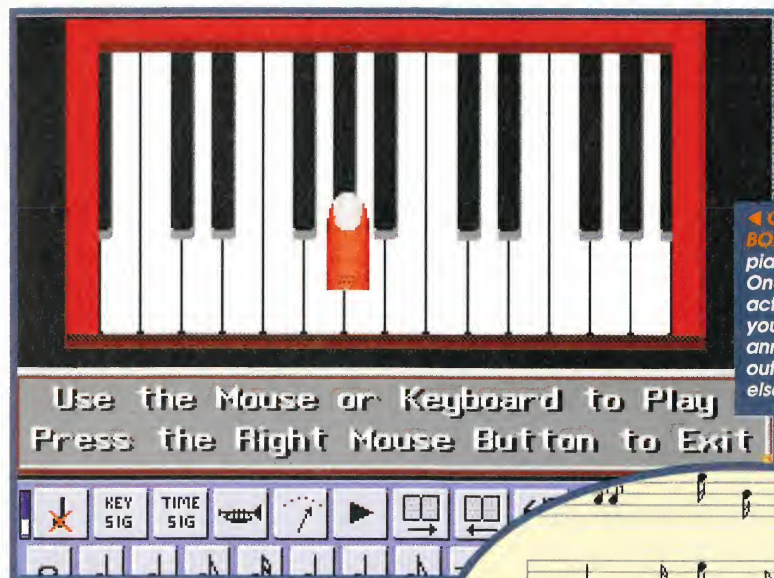


► **FURMYRE:** Yet more shoot'em-up action on show. Not so much a blast from the past as blast off and burn. Many a hairy moment for this furry fighter jet.



◀ **QUIZ MASTER:** Here's your starter for ten... Show off your intellectual prowess and get them all right. That or look a complete dweeb. Dare you risk it?





Use the Mouse or Keyboard to Play
Press the Flight Mouse Button to Exit

◀ **CONCERT BOX:** Make the piano your forte. One finger music action to amuse yourself and annoy the hell out of everyone else.

desirable. Choose from any of nine special subjects and put your grey matter to the test. The questions are not only in text form but also accompanied by a Stephen Hawking-esque quiz master who asks the brain teasers out loud. Digitised (as opposed to computer generated) speech would have made a big improvement, but you can always turn the sound off and pretend it's Bob Holness really. Get quizzical with Disk number 2335.

Stay composed

Deja Vu kick in this month with *Concert Box*, a program designed to help bring out the musician in you. It is designed not only for complete musical novices but also for people like myself who play an instrument but have no idea how to read music. Its graphical interface also allows some degree of score composition, with four tracks and a large range of voices to choose from.

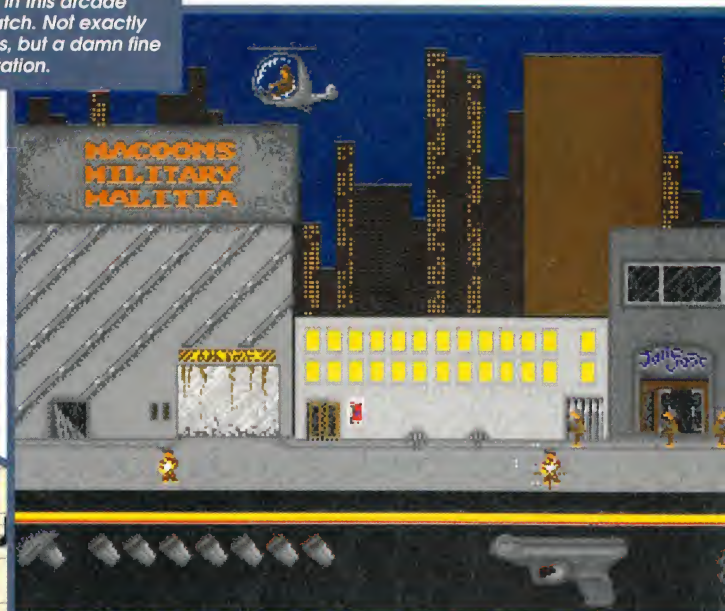
There is also the option to learn the position of the notes on the piano keyboard, which is potentially very useful indeed. If you aspire to musicianship or even just enjoy making musical noises then give *Concert Box* a fair hearing. Disk no. L/90.

Yet more nostalgia beckons the over-20s as *Monster Island 1.1* sails into view. The game is apparently a salute to the likes of the ZX81, although the graphics are infinitesimally better than on the old Sinclair door wedge and there is (albeit



▲ **MONSTER ISLAND:** Relive the days when a 16K ram-pack was the pinnacle of computing. Simple game, simple – well, everything. Giant spiders and webs of intrigue guaranteed.

▶ **SHOOT'EM BADDIES:** Shoot the baddies in this arcade shooting match. Not exactly *Beast Busters*, but a damn fine cheapo imitation.



▲ **CONCERT BOX:** Write your own songs with this musical marvel. Just think, if Heavy Metal was invented using this, it might not be the unbelievable rubbish it is today! Now there's a thought...

very simple) sound. The idea is to rescue a stranded prisoner and then reach the radar dish to call for a pick up. On the way you are interdicted by a whole range of nasties, and the choice of fight or flight is yours. You can also bribe them, if you're well endowed enough.

Overall, it's a playable game if you loved the old machines, but not especially outstanding. Get hold of Disk no. L/75.

Deja Vu's shoot'em-up offering comes in the form of the dubiously grammatically titled *Shoot 'Em Baddies*. The idea is not dissimilar to *T2 The Coin Op* in that shooting everything on screen is an absolute must. You start off with a small sum with which to buy a weapon, and just take it from there. The graphics are not too bad, and the gameplay is similarly without great drawbacks. If you like that sort of thing but are feeling the pinch of the recession (or live in Scotland! – only joking) then this should be just the ticket. Disk no. L/123.

Yippee is the last title in this month's bag of cheap thrillers, and is more of an educational game than anything else. You have to guide the hippo (who is strangely not given a name) round the jungle collecting the letters of a word. When you get all the letters he shouts "Yippee!", hence the name. Right.

There are also other digitised sounds that you get when he gets hit by a naughty monkey or errant snake. The graphics are quite pleasing to the eye, although the animation and gameplay are not the best. Kids learning to read will love this word-wise wonder so grab Disk no. L/19.

That concludes our monthly stroll along cheap-skates parade. Hope you found a bargain in the basement. Stay tuned for more next month.



▲ **YIPPEE!** Our rhino reading tutor gets his spelling right and wins the game. What a star, he single-handedly taught the entire office to read – actually that's a lie but what the hell! Hooray for Yippee!

You can contact 17
Bit on: 0924 366982.
You can also reach
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competition

your ideal prize

The Ideal Electronic Games Show is a mega new event taking place in Earls Court 2 alongside the Ideal Home Exhibition between 25-28 March 1993.

Ideal Electronic Games will be offering its visitors a piece of the action with the very best in electronic entertainment, with non-stop action, features and competitions, as well as a show brimming with the the latest computers and consoles and the hottest new game titles for 1993.

A host of top names from the computer industry will be featured in the show, and everyone who is anyone concerning the Amiga will be there, showing their forthcoming releases and offering competitive prices by mail order on both software and hardware.

Admission to the Ideal Electronic Games Show can gain entry, absolutely free, to the Daily Mail Ideal Home Exhibition with its spectacular show house village and stunning features and exhibits designed to give inspiration for the home, guaranteeing a great day out for the whole family.

The Electronic Games show runs from the 25-28 March and the Daily Mail Ideal Home Exhibition runs from 18 March-12 April.

Both shows are open between 10am and 8pm daily and the combined entry price is £7.00 for adults and £4.00 for children and senior citizens.

Amiga Action readers have the chance to visit the show, absolutely free! We have complimentary pairs of tickets to give away to the first 10 readers to have their names pulled out of a hat, so write in with your name and address on the following coupon :-



IDEAL PRIZE COMPO

Name:

Address:

.....

.....

Postcode:Age:

Send your entries by the 8th March to "Ideal Compo",
Amiga Action, Europa House, Adlington Park,
Macclesfield SK10 4NP.



PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win

DARK SEED

GIVING THE GA

Dark Seed has emerged as one of the best adventure games to date. Rarely has so much been put into one game. This can make life for the player a tad tough, but Huw has kindly volunteered to lead you gently through this morass.

Day One

What you will need and where to find it:

Item	Location
Aspirin	Cabinet in the bathroom
Library Card	In the pocket of the raincoat in the spare bedroom
House Plan	On the desk in the study
Rope	On the floor in secret room 2
Watch	Under the bigger trunk in the attic
Crowbar	In the boot of the car in the garage
Gloves	In the car's glovebox
Diary	Large trunk in attic
Bobby Pin	Floor of library in front of the desk
Scotch	Buy from the store
Clock Case Key	Tuttle Tomb Urn-Room

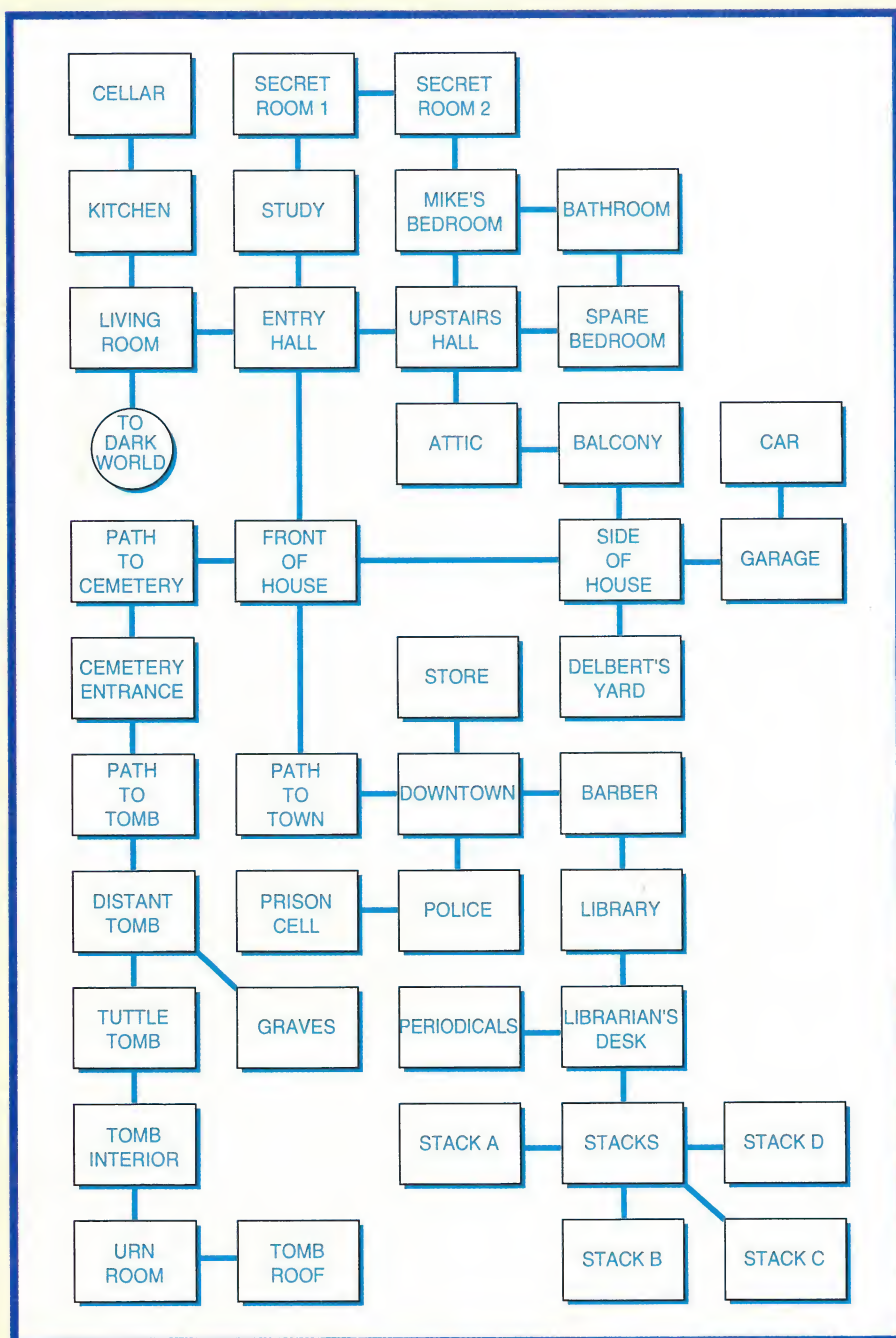
The first thing to do when you get up on day One is rid Dawson of his headache. If you don't he won't be able to think straight and playing the game becomes impossible! This is done by taking the aspirin in the bathroom cabinet and, while you're there, taking a shower – no-one likes a smelly new-comer!

Next, you want to wander into the spare bedroom on the right. Use the '!' cursor a few times to discover (and of course examine) the library ticket in the pocket of the raincoat. You may have to try more than once but it is there, honest!

From here head on downstairs to the study. Read the plans to discover the secret rooms. This having been done, you can now open the bookcase on the right and enter secret room One.

Once you have gone through it is important to open the door again and leave it that way, otherwise you cannot use the turbo-lift in the Dark World. Climb the ladder and take the rope before exiting to your bedroom. Whatever you do, don't forget to leave the door open.

Go downstairs again and wait for the postman to call – If you press T the time will pass quicker. Open the door to Postie and receive the slightly unusual parcel before



▲ First of all, what ever the day, take a shower and take your pills. This is vital to your chances of doing anything at all.

GENERAL HINTS

● *Dark Seed* is unusual in that time dictates the whole pattern of play. Certain strategies will only work at certain specific times, so don't be afraid to try the same thing more than once during the course of the game.

● There are two worlds that you have to contend with – the Normal World and the Dark World. These two worlds are not separate entities but parallel places where what happens in one can have great effect on what happens in the other. In fact, many places in one world are mirrored directly in the other. The important ones are as follows:

<u>Normal World Location</u>	<u>Corresponding Dark World Location</u>
Living Room	Nursery
Front of House	Front of Hatchery
Car	Alien Starship
Library	Archives
Prison Cell	Dark Prison Cell
Secret Rooms 1 & 2	Turbo Lifts 1 & 2

● It is advisable to save your game frequently, and certainly at the end of each day. Saving a game before Mike goes to bed means that you can go back and do something that may have forgotten to do during the course of the day.

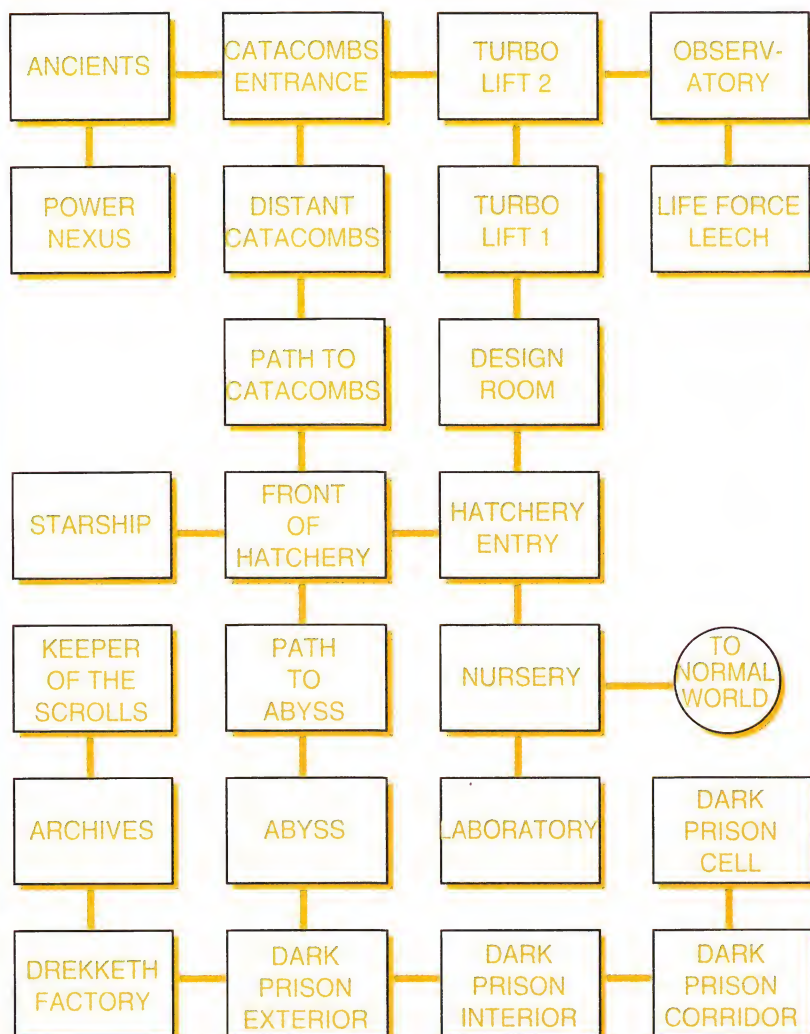
● Not everything around you is immediately apparent. Try using the question mark cursor and move it all around the room. When it turns into an exclamation mark you know you have found something interesting.

● A most vital point to note, and one which may frustrate to a certain degree, is that it is not what you as the player knows that is important. Dawson must learn things for himself before he can do or find certain things for himself. For example, you will not be able to find the car keys in the cellar until Dawson has visited the Keeper Of The Scrolls on day Three, even though you know that they are there.

MAPS

Although most rooms / locations in the Normal and Dark Worlds have specific objects or purposes, there are some that exist merely for decoration. Don't, for instance, spend forever and a day trying to get into the Barber Shop, even though you seem to be able to do so.

It is also worth bearing in mind that it is not enough simply to simply visit each location once and check it out, never to return again. Much may be revealed at a later visit. But then, that is the way with this strange game!



heading on up to the attic. Shoving the large trunk on the left forward will reveal both the exit to the balcony and the watch. Pick up the watch and wind it by clicking on it. You can now find out the time, which is vital. Don't forget to wind the watch at odd intervals, or it runs down and you're left up a deeply unattractive creek without a paddle.

Go out onto the balcony, tie the rope to the gargyle and you have a convenient rear access. Despite what you may read elsewhere, do not use this

exit on day One as it tends to upset things. Always enter and exit the house through the front door for now. So, using the aforementioned exit, take a trip to the garage and get the crowbar out of the boot. Next you should obtain the gloves from the glove box in the car, and while you're there amuse yourself by sounding the horn and turning on the radio – and don't forget to turn the thing off when you're done!



▲ The watch is highlighted in red here so you can find it, but in the game proper it is a lot harder to see.

Go back into the house, not forgetting to read the newspaper on the pavement, and walk back upstairs. The phone will ring so go into your bedroom and answer it – don't take too long or you'll miss it. It is the librarian telling you to come and collect a book. In the meantime climb up to the attic and use the crowbar to get the diary out of the big trunk. Give it a good read.

Now go outside and head right towards town. Enter the Library and find the bobby pin in front of the desk. Look carefully, it's quite small. Next talk to the librarian, she'll direct you to your book which you should take and read. Go back to her again and give her the library card. She'll tell you where to

DARK SEED

DARK SEED



▲ The bobby pin is well hard to see if you aren't looking for it, so we have pointed it out for you. Are we kind generous souls or what?

find the book it should go with, inside which is missing piece of the diary – definitely essential reading.

On your way back, take time to go to the store. You need to buy the scotch, so first pay the store keeper and then take the demon drink. Your alcoholic neighbour Delbert will now make an appearance and give you a "Get out of jail Free" card, which will come in very handy tomorrow.

Go past the house and take a trip to the grave yard and, beyond that, the Tuttle crypt. Enter the crypt by following the instructions in the diary excerpt and head on to the urn room. You will find the key to the clock case in the urn on the far left of the bottom shelf. Take this and head back home.

Once home, use the key to open the clock case in the living room and admire the John McKeegan nameplate. Take time to examine the mirror and the painting over the mantelpiece. Put Dawson to bed now, he needs his sleep and tomorrow is going to be a long day.

Day Two

What you will need and where to find it:

<u>Item</u>	<u>Location</u>
Mirror Fragment	Postie delivers it
Shovel	Catacombs Entrance
Diary Fragment	John McKeegan's grave
Gun	Police station
Stick	Delbert's back yard
Headband	From Sargo in dark prison corridor
Microfiche	From the Keeper of The Scrolls

Following your bizarre and, it should be said, macabre dream, you wake up as before and should shower and take your aspirin as before. Before the postman arrives go and have a listen to the car radio – you'll help Dawson discover that what goes on in one world is reflected in the other, although we

already knew that didn't we?

Go back into the house through the front – from now on it's not only OK to use the rope but often essential – and press T a couple of times before Postie arrives. Take the mirror fragment that he brings and use it on the mirror in the living room. This completes the portal to the Dark World, so take the opportunity to cross over and see what gives.

Take the right hand door in the nursery to the room of skulls and then take the room on your left. This room contains the plans for embryo implantation which confirms Dawson's worst fears. The plans can't be picked up so just use the '!' cursor to read them.

Take the right hand door into turbo-lift One room and step into the lift on the far wall. This will teleport you up to the second

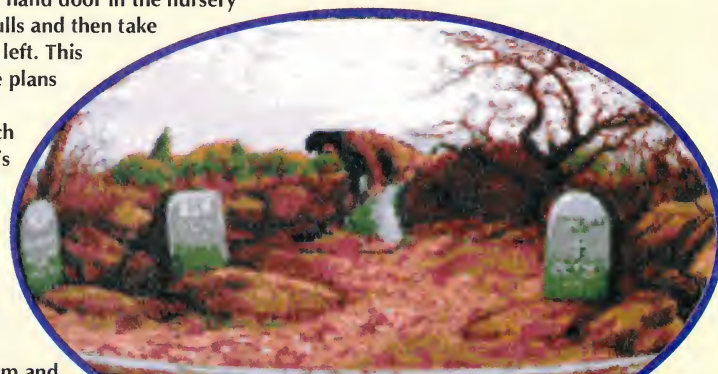
turbo-lift room, from which you should exit left onto the observation deck. Use your gloves (to avoid electrocution) to activate the switch between the two exits. This will open a previously hidden door in the skull room, so go back there and go through the new door. Keep going left and you will find a shovel, of all things, which you should pick up and save for use later on.

Leave the Dark World and take a jaunt to the graves and exhume the body of John McKeegan with the shovel. Read the last bit of his diary, which advises you that you need to get the car started and break the mirror, and suggests how this could be done.

When you get home you'll find yourself under arrest for blatant grave robbery. The "Get out of jail Free" card will see you out before long, but first you should stow the bobby pin, the gloves and the money under the pillow – they'll come in mighty useful in a while. Get out by rattling the tin cup against the bars and giving the card to the policeman. You will have enough time to steal the gun which is located just over the desk on the wall.

Go and meet Delbert as arranged. He'll meet you in your back yard rather than his, but follow him next door. He will studiously ignore you until you give him the scotch. He'll leave you, but take the stick that the dog leaves behind.

Return to the Dark World and take the



▲ Do you dig graves? Well I think they're wonderful! Seriously, digging up John McKeegan is very important, so finding the right grave is useful.



▲ The alien balcony remind you of somewhere? Dawson is here pulling the lever that opens the secret door downstairs. That's saved you a search hasn't it?

right hand door into the skulls room and go through the door that the lever opened.

Keep going right until you encounter Dark Fido, the dog-type guardian thingy that guards the bridge over the abyss. To get past him simply throw the stick over the side and watch as the stupid thing chases after it!

You are now free to continue right to the Dark Police station. Although you find your gun confiscated and yourself incarcerated, this is exactly what you need to happen.

Test the synchronicity theory by retrieving from under the pillow the items you stashed there earlier. The bobby pin now comes in very handy as a means of picking the lock, but you may need a few attempts before you are successful.

Once out you will meet a fellow prisoner by the name of Sargo who, having seen what you've just done, offers you an invisibility-inducing headband in exchange for the bobby pin. Seems a fair swap, but don't use the headband now, it only works once and for a limited period, so deploy it only when you need to - which is soon.

Walk out of the passage and past the Drakketh Factory (which, like the barber shop, you can't go in). Now you will find yourself at the front of the Archives building, and now is the time to use that headband.

So, invisibility assured, you can walk past the guard and into the chamber of the Keeper Of The Scrolls. Turn the machine on and you will see an image of the Keeper. She will then give you a roll of microfiche which will come in useful tomorrow, but for now leg it home and get some shut-eye!

Day Three

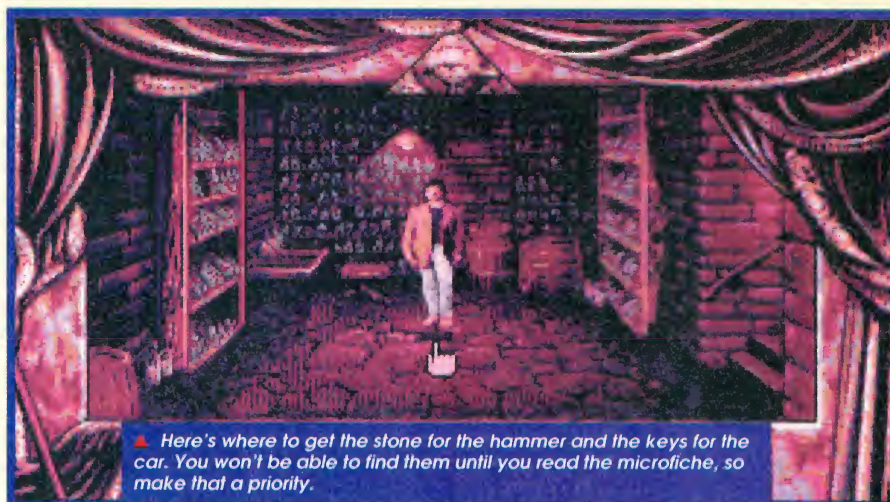
What you will need and where to find it:

Item	Location
Axe Handle	Delivered by postman
Scotch	Store
Car Keys	Under stone in the cellar
Stone	Cellar

Take your aspirin and shower as normal. Go downstairs and hang around for the postman to arrive. He'll bring you a package from the Keeper Of The Scrolls which contains the axe handle. Useful item this, but not straight away so save it for later.



▲ Fido may be an alien creature, but he's also excessively stupid. Just throw the stick into the abyss, and he'll follow it!



▲ Here's where to get the stone for the hammer and the keys for the car. You won't be able to find them until you read the microfiche, so make that a priority.

Now take a trip down town, using the rope from the attic. Always use this as your entrance to and exit from the house as the police have staked out the front, but are blind to comings and goings from the rear. Go into the periodicals room in the library and turn on the microfiche reader. Pop in the roll of film and read the bit about home improvements. Dawson has now learned that the keys to the car are in a hiding place in the cellar. So, hurry back home and pick up another bottle of scotch on the way.

Get inside the house using the rope and head down to the cellar. In the middle of the floor there is a loose stone. Pick it up and pick up also the keys which are stowed underneath.

Now cross to the Dark World once again and take the stone to the power nexus. Use the machine on the left to energize the stone, which should then be put together with the axe handle to make a hammer.

Hurry back to the Normal World and go into the garage. Fill the petrol tank with scotch (what a waste!) get into the car and,



▲ Put the stone into the power nexus and it will acquire a power all of its own. This goes together with the axe handle to make a really smashing hammer (groan!)

using the keys, turn on the ignition. Leave the engine running as you cross once more into the Dark World.

Enter the spaceship (the small opening on the left outside the front of the hatchery) and use the gloves on the lever to the right of the control console. This has started the craft's launch sequence so get the hell out.

Once the craft takes off you will find yourself back in front of the mirror in the Normal World. Smash the mirror with the hammer and the world is saved and the game is won.

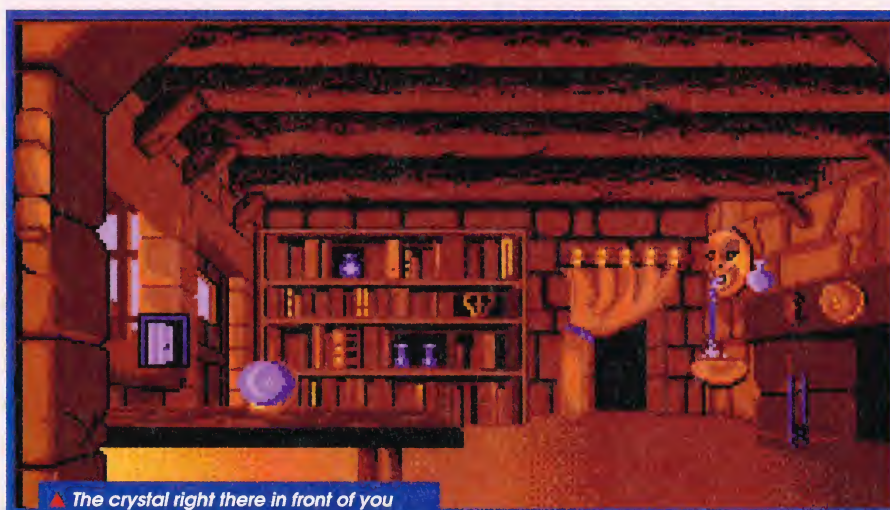
Well, there you have it - a quick trip through the murkier parts of H.R. Giger's mind and a bit of a hard slog it was too! All you have to do is enjoy the end sequence!



▲ The way to win the day is to send the alien scum to the stars. This is the way it's done, put on your gloves and pull the lever. Now go back and smash the mirror, you'll be one earthly hero!

DARK SEED

Over the last couple of months, Amiga Action has brought you complete solutions to the top graphic adventures on the market. This month is no exception as we present the full solution to Ween.



Start

Click on the crystal ball and take the copper ball. Take the tongs and open the cupboard. Take the lard and re-click on the cupboard. Take the knife and exit on the left.

Exterior of the House

Take the straw and use the pliers on the hand rail. Take the wood and use the knife or



GENERAL HINTS

- Throughout the game, the copper ball can change itself into:
 - 1) a cauldron with the aid of the ring
 - 2) a sword with the aid of the necklace
 - 3) a pipe with the aid of the tiara

tongs on the reed. Take the reed and use the knife on it. You'll then have a flute. Take the reed and exit.

Start

Exit on the right.

Lab

Take the tablette and use the key on the skull. Take the ring and use the sleeping draught on the seed. Take the drug, click on the picture and hang it on the hook. Click on the niche and use the drug over it. Click on the niche again and take the mould. Now exit.

Start

Call Urm (use flute on Me) and give him the strawberries. Collect the jam and put the straw and wood in the fireplace. Call up Urm and give him the jam. Now use him on the fireplace. Use gold on cauldron and cauldron on fireplace. Use cauldron with melted gold on mould. Exit towards the lab (to the right).

Lab

Use golden key on padlock. Take half-statuettes and exit by the trap.

Precipice

Take the tibia and use the torch in the fireplace. Use lard on cauldron and cauldron

on fireplace. Take the cauldron and the planks. Exit left. Use cauldron on bowl and take the rope. Use the ring on the cauldron and the copper ball on the skull (eye socket). Take the stone and use the tibia on the orifice. Use the bowl on the tibia and move the lever. Take the copper ball and exit. Use the ropes on the planks and use all of it on the precipice. Exit.

Stele

Use the torch in the carrier and click on the skull – take the stone. Take the tibia to the foot of the left hand statue and use it on the spear. Use the spear with the tibia on the curtains and blackberries. Call Urm, give him the blackberries and use him on the hole above the door. Use the key in the lock and exit. Click on the sword and the hook – take the sword. Click the sword on the statue and then click on the trap. Use the copper ball on the ring and use the cauldron on the acid three times. Click on the mechanism, the sun, moon and crown. Click on the sword and moon and crown. Take the elixir and effigy from the hiding place and exit. Click on Borgol and use the cauldron on the niche holding the stele. Use the sun stone on the niche. Use the moon stone on the niche (over the sun stone) and then use the effigy on the niche. Now exit.

Bridge - Two solutions

(1) Click on the bridge and use the feather on the chest. Take the venom and the pollen. Prepare the potion: venom + pollen + elixir in the cauldron. Use cauldron on monster.
(2) Click on the bridge and use the feather on the chest. Take the venom and the pollen. Prepare growth potion: venom + pollen in cauldron. Use cauldron on leaves to right of chest. Take the strawberries and call Urm. Give him the strawberries and use the gold on the half-statuettes. Use the half-statuettes on the water.

Under Water

Click twice on the staircase and then click on the insect. Use the insect on the large piece of seaweed to the left. Use the glass on the dead fish. Take the steel bar and use it in the crack near the staircase. Use the bar on the small hole. Click on the staircase and the large piece of seaweed to the left. Click on the fishbone and take the harpoon point. Use it on the steel bar. Click on the large piece of seaweed on the left. Use the harpoon on the



fish and then on the spikes by the staircase.

Bridge

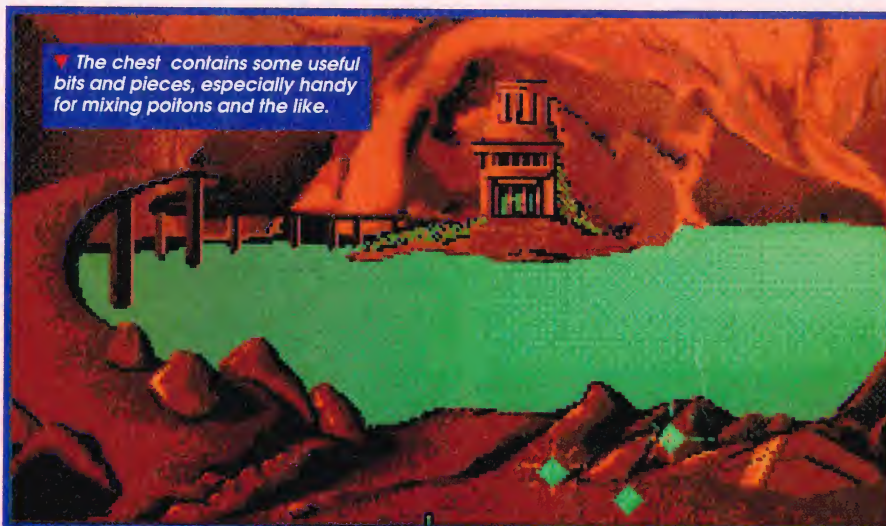
Use the sword on the rock and then use the cauldron on the hole. Click on the strawberries and then on the remaining hole. Use Orivor on pile of gold and then exit.

Temple Entrance

Use venom on snake and the torch on the brambles. Use the tiara on copper ball and the pipe on the wasp trap. Use wasp trap on wasps and then exit.

Dragon

Click on parchment at bottom (five times). Use the wasp trap on the wasps and pick up the cherries (to the right near the tree). Call Urm and give him the cherries. Use Urm's powers on wasp trap and exit.



Maze

1st door: Click on Borgol and the mechanism of the left door. Click on the keystones: Bow, goat, cauldron and roast. Now click on skull and exit.

2nd door: Click on mechanism and take the phial.

Guardian

Click on the guardian and use the gargoyle on the cima. Take the ecu and the hammer. Use the pile of wood in the fireplace and use the phial in the enclave. Click on the fountain and use the lichen in the fireplace. Click the teeth in this order: 12-4-6-3. Take the leaves and use the hammer on the arm. Use amphora on the fireplace and the rag in the water. Use wet rag on your head and on the eye. Use the venom on the right eye and the pollen on the left. Use the flower on the fireplace and the pipe on the snake. Use the coil on the gargoyles and click on the stone wall behind the guardian. Use leaves on the fireplace and the wet rag on the coil. Use the magnifying glass on the bundle of sticks and



the potion on the guardian. Click the coil and use the pipe on the tiara. Use the copper ball on the statue and take the copper ball. Now exit.

Sanctuary

Take the necklace and the glove. Click on the chest and use the glove on the spiders. Use the glove on the heart and use the heart on the right hand statue emplacement. Use the chalice on the scales and click on the statue head. Click on the wall hanging and take the mirrors.

Take the key in the oriental vase to the right of the altar and click on the passage. Use the mirrors on the cracks and use the key on the lock. Now exit.

Corridor

- 1 – left door
- 2 – right door

Statue – Wells – Crab

Use the pipe (or sword) on the orifice and use the lightning on the hole in the pulley of the well. Take the net between sleeping statue and column. Take the hooping from the barrel. Exit right. Click on the grating and use the net in the river.

Use the fish on the trap and take the crab. Use the grating on the hooping (making a sieve) and use the sieve on the river. Exit.

Use the crab on the chest and the copper ball on the necklace. Use the sword on the chest and the key on the lock of the pedestal of the sleeping statue.

Use the nugget on the pedestal. Now use the lightning and the sun on the pedestal. Having done that, it's Garden time...

Garden

Use bag from left hand corner on the snake. Click on the link and use the bag with the snake on the mongoose. Use the sword on the larch tree and take the root from the bottom left-hand corner. Use the root on the resin and use the resin on the monsters. Use the pipe on the water and the pearls on the basin. Use digitalis on the basin. Use femur, from root of the tree on the right, on the basin. Use the mixture on the queen and transform your pipe into a sword. Use the sword on the rope and exit.

Staircase – Beach

Use the basin on the resin and use the resin on the flower. Use the horn on the wood. Now use liana, which is on the rocky peaks, on the horn and wood. Use the pick on the dark stain under the rock at the bottom left-

hand corner. Use the pot on the spring and use the water on the mushrooms (a stone area appears). Use the stone on the bird and click on the eye of the skull, and the worm. Use the worm on the mushrooms and exit the staircase.

Beach – Boat

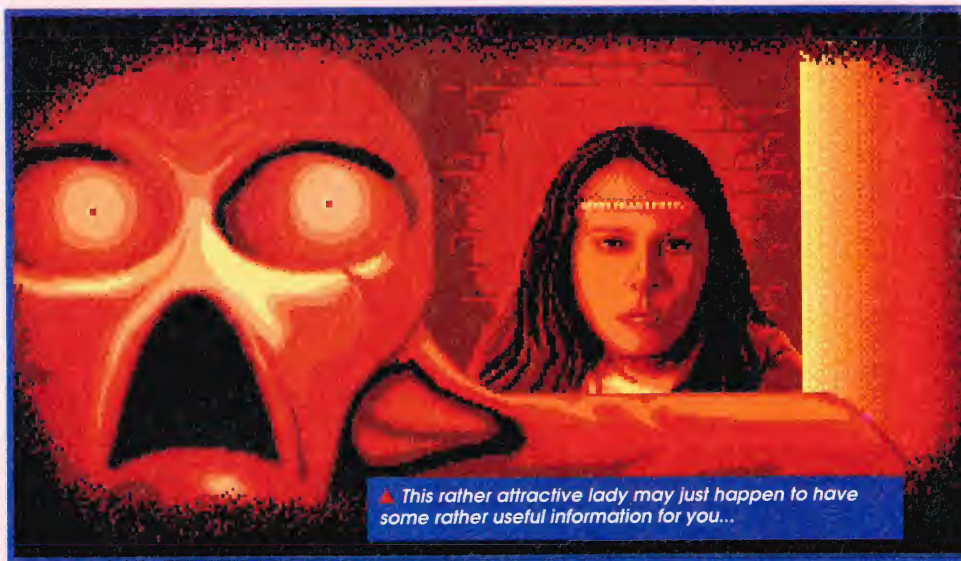
Click on the monster and take the strawberries. Take the flute and call Urm – give him the strawberries. Use the gold on the monster and take the haversack. Use the oar on the rowlock and the net on the sea. Use the sword on the fish and the eggs on the spider. Take the sail and use the sword on the bamboo. Use the bamboo on the boat and the sail on the mast. Use the hammer on the ring bows (and put them in the boat). Click on the coconut tree and use the coconut on the sledgehammer. Now use the sledgehammer on the ring bows.

Boat

Use the hammer on the padlock. Click on the locker and take the tar. Use the pipe on the bottle. Take the cork and use it on the tar. If necessary, bail out with the cauldron. Use tarred cork on hole and use the hammer on the cork.

Volcano – Beach

Use the key on the lock and enter the cabin. Take the shovel and exit. Use the shovel on the sand until you have eight holes. Use the sword on the oyster and a pearl appears. Take pearl, eye, fish bones, diamond, jewels, sandal and enter the cabin. Call Urm and



give him the strawberries. Give the old man the gold, ecu, eye, fish bones, diamond, sandal, jewels, pearl and the ingot. Now use the sword on the planks of wood at the back. Now exit.

Jungle 1

Take the sword and cut branches on right and the "curved" branch on the left. Click on the bushes, with the help of the sword, (the zone is small), which are on the left of the plant. Click on one of the holes – the Orivor appears. Take the gold and give it too Orivor (he gives you a rope). Use the rope on the curved branch and use the bow on the walnut. Use the pipe on the feathers and the feathers on the arrows. Use the bow on the walnut and the sword on the walnut.

Jungle 2+3

Use the cane on the eye and click on the old man. Call Urm and give him the strawberries (you get some gold). Give the gold to the old man and use the cane on the eye. Collect the bilberries on the left and give them to Urm. Use Urm on the old man and take the feather and use it on the chest. Prepare growth potion: pollen + venom in cauldron. Use potion on mushrooms and collect the truffles. Prepare another growth potion and use it on the grass at the back to the right of the ruby. Collect the camomile and prepare the evil drink: truffle + venom in cauldron.

Use it on the ruby. Cauldron on water, camomile in cauldron and cauldron on fireplace (was ruby). Use the cauldron on the worm (infusion on worm) and use the worm on the mushroom. Exit.

Use the sword on the bush and use the pollen on the quartz (you should get a flower). Click on the flower and take the pistil. Prepare the energy-giving drink: truffle + pollen in the cauldron. Use it on Borgol. Click ant on leaf at the top right-hand of the screen. Use the pistil on the ant (you change screens). Take three grains of sand and the axe. Prepare the energy-giving drink and use it on the statue (bird). Lower the lever and exit.

Click on the mechanism and use the axe on the orifice – lower the lever. Take the key and exit. Use the key on the lock and prepare a transforming drink: truffle + pollen + venom in cauldron. Use it on the grill. Use the venom on the snake and prepare the evil drink and use it on the ruby. Go and fetch the water from the next screen. Fill the cauldron with water and use it on the flames. Now exit.



Volcano Entrance

Take the bowl and click the ornament on the statue. Use the sword on the ornament and collect the jewels. Use the sword on the hole four times (hole left by ornament) and prepare an evil drink. Use on ruby and take the jewel. Click on niche of pillar on the far right and click again four times (this excites the animal and it gives out glue). Now use the bowl on the glue.

- 1 – Prepare energy-giving drink and use on jewel.
- 2 – Use sword on crack at bottom left (the firefly goes towards the crack)
- 3 – Take the firefly and use the glue on it.
- 4 – Use firefly/glue on the dark niche*

* Firstly on the one on the right. Take and use the twig on the opening of the statue's pipe. Take the jewel and repeat steps 1-4.

* Next, use it on the niche of the pillar to the left of the first one. Use the copper ball on the hole and re-take it. Take the jewel and repeat steps 1-4.

* Next, use it on the niche of the pillar at the back on the left. Take the cracked jewel and put glue

on it and use it on the broken jewel and repeat steps 1-4.

Use on the middle niche on the left. Collect the fallen jewel near the drawbridge and repeat steps 1-4. Next use it on the foreground on the left.

Next, go to the pillar at the back on the left and turn the handle once. Middle pillar, left turn twice.

First pillar, left, foreground – and turn three times.
Pillar, far right, foreground – turn four times.
Pillar, back, right – turn five times.

Take the bow and fire arrows on the illuminated letters: K-R-A-A-L

Prison

Take the heart from the bones and the nail on the wall by clicking several times. Click on the lock and put the nail in the sixth hole of one of the locks (going clockwise). Click on the needle and collect the pin from under the bar that lifts. Put the pin in the sixth hole of the right hand lock (right – nine o'clock). Put the nail in the third hole of the left hand lock (left – 3 o'clock). Now click on the two needles.

The End

Click the levers on the machine. Click each lever four times (bring them down and put them back up again) from left to right. Click on the engravings and press the letters D.J.E.L. Click above the niche and put the heart in the opening (if you've got the heart). Now take the knife. Collect the bamboo at the bottom right of the machine and use the knife on the bamboo. Use it again to get the flute. Call Urm and collect the stone – put it in the hole of the engraving. Click A.Z.E.U.L.I.S.S.E. Take the statue from the right hand niche and use on the niche above the engraving. Use the three grains of sand on R.E.V.U.S.S.



Welcome once again to the Amiga Action Small Tips page. A bumper crop this month, and yes, we are printing the much sought after *Streetfighter II* cheat, just to prove that it does actually exist!

STREETFIGHTER II



Ever since Brad revealed that it was possible to play this game as one of the boss characters, the phone lines here have been red hot with people desperate to get their sweaty little hands on this cheat. This method will allow you to play as Balrog, Vega, Sagat or M. Bison. It is a little tricky to get the hang of but Brad assures us that it works and perseverance is, as

always, the best policy.

You must have two drives and you should load the game as normal but not insert disk 2 in your second drive. Play the game and when you get to the fighter you wish to be, for instance Sagat, let yourself be knocked out so that it is game over. Select the two player mode and when the player selection screen comes on, insert disk 2 in your second drive, and as player 2 select Edmund Honda. Do not select Ryu as player 1 and when the fight begins, you will be taking part in a contest between Sagat and E. Honda.

LETHAL WEAPON

Here are some handy little cheats to make Ocean's excellent platform shoot'em-up a little less difficult.

Hold down simultaneously :

ALT-Y-I - Turns off sprite collision

ALT-Y-K - Increases ammo

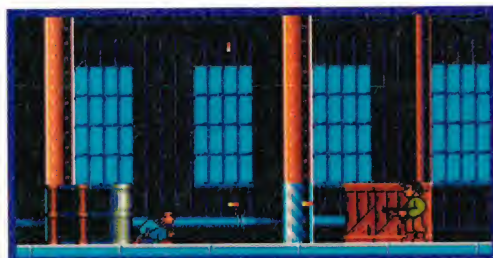
ALT-Y-L - Increases lives

ALT-Y-M - Remove game sprites and platforms

ALT-Y-N - Correct game sprites and platforms

ALT-Y-Q - Game completion credits

ALT-Y-(any number 0-9) - Level select



As an extra-special treat we are also going to give you the codes for each mission:

KUIRFR = Mission 1

BEIFCF = Mission 2

RSRKBA = Mission 3

LYLSUA = Mission 4

FIREFORCE



Fancy having an infinite supply of either grenades, 'Law's rocket' bazooka shells or M203 grenades fired by the M16? Well it certainly is your lucky day, because that is exactly the cheat we have for you. Start the level as normal with just one bazooka shell. Arm the weapon and press the fire button, making sure that you keep your finger on the button so that the rocket does not get launched. With your finger still on the button, press Escape. Go to the armoury and get rid of all of your rockets. Now you can start a mission with an infinite supply of bazooka shells. The same applies to all of the other weapons as well.

FORMULA 1 GRAND PRIX

When taking part in a non-championship race, drive around until you are on the last lap and when you come around to the pits, drive in and pull up to the pit crew. Wait until you see the Race Over message, and no matter what position you were in you will have won the race. Not really much use but satisfying nonetheless.



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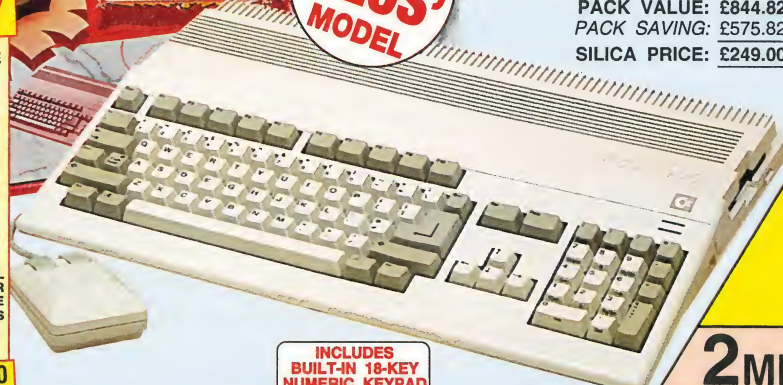
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I will swap RoboCop 2, Predator 2 or Batman for Lemmings 1 or 2 or Joe & Mac, Street Fighter II. All in mint condition. Telephone James Cockburn 0865-300624.

Swap: Batman The Movie, Simpsons, Gauntlet II. All three for Knights Of The Sky or Silent Service 2. That's from P Johnson, 15 Druridge Drive, Newsham Farm Estate, Blyth, Northumberland or call 0670-355055 after 5pm.

Swap Monkey Island 2 for Fate Of Atlantis, 4-D Sports Boxing for Exile, Kick Off 2 for Striker and M1 Tank Platoon for Silent Service 2. All games and boxes in perfect order. Robert Shaw, Dumblederry, School Road, Teigngrace, Newton Abbot, Devon, TQ12 6QR or phone 0626-68208.

I will swap six for two. They are Monkey Island 1 and 2, Graham Taylor's, TV Sports Baseball, Unreal and Xenon 2 for Indy 4 Graphic Adventure and Another World. Write to Andrew Ales, 16 Margaret Road, London, N16 6VX.

I want to swap WWF2 and Streetfighter II for new, decent games. No rubbish. Phone Kenny on 081-695-6319.

I have Monkey Island 2 and Knightmare. Would like a reasonable price, please. Phone after 5pm and ask for Ben on 0254-822806.

I want help with Wizkid and Captain Planet from Kalim Malik, 62 Bolton Road, Stratford, London, E15 4JY.

Amiga 500+ for sale with all the original Cartoon Classics accessories, over 60 games, disk boxes, joysticks, etc. £350 ono. Andy Percival, 39 Campbell Avenue, Acomb, York, YO2 4LA or ring 0904-784544.

For sale Commodore MPS 1270 black inkjet printer as new. Still in box. £100 no offers. Contact Peter Stewart, 61 Fir Street, Nelson, Lancashire, BB9 9RQ.

I would like to sell a Nintendo Entertainment System including robot, gun and games, £95 ono. Nottingham area only. Also want

to swap Zool for Lotus III or Humans (for Amiga 500). Call David Collins 0602-595182 between 9am-5pm weekdays.

Has anybody got a Championship Edition cheat for Streetfighter II or any type of cheat? Alan Finch, 67 Frinton Road, Broxtowe, Nottinghamshire, NG8 6GQ.

Wanted urgently: Lost Dutchman's Mine. Will pay £10 ono. Please phone Richard after 6pm on 0502-518440 or write to Mr R Abramson, 121 Hollingsworth Road, Lowestoft, NR32 4BN.

PD for sale or swap. Send an SAE to Edward Bowditch, 2 Longbridge Close, Sheffield, Basingstoke, Hampshire, RG27 0DQ.

I would like to swap Zool for either Streetfighter II or Moonstone. Ring Barry Norton 0772-827394.

Wanted Lotus III, Jaguar XJ220, Crazy Cars 3. Also have many other games to swap for any offers. Telephone Chris Hutchings 0980-622458.

Help: I'm having trouble with Beast III. I can complete the first two levels given on option but the next two levels I'm not sure of how to do. Keegan Roach, 1 Teesdale Road, North Borough Estate, Slough, Berkshire or call 0753-527823.

Swap or sell Fire & Ice, RoboCop 3, T2, Goblins, Hook, plus many more budget games. All with instructions. For further information, contact Jeff Pearce, 32 Reedham Gardens, Warstones, Penn, Wolverhampton, WV4 4HE.

I will swap Zool for Road Rash or Final Fight. Zool is boxed and has poster and manual, good condition. Write to David Owens, 7 Nighwood Drive, Streely, Suttoncoldfield, West Midlands, B74 2JB.

Wanted: music and graphic software for the Amiga. Write to Ian Potter, 40 Birchfield Street, St Helens, Merseyside, WA9 5QB.

I will swap Jimmy White's Snooker, First Division Manager and Pro Boxing for Smash TV. Also, I will

swap Titus The Fox, The Simpsons and RoboCop for RoboCop 3. Kenny Mackins, 21 Low Cross Court, Knottingley, West Yorkshire, WF11 9AP.

Very simply, I will swap Lotus III for Indy Heat. Phone Anthony Bloor after 4pm on 0274-582161 or write to 1 Wood Close, Baildon, Shipley, West Yorkshire.

Amiga contacts wanted worldwide. 100% answer guaranteed. Send lists to Olafur Isaksson, Ljosheimen 8A, 104 Reykjavik, Iceland.

Robocod, Bart Vs Space Mutants plus Captain Planet to swap for Final Fight or First Samurai or Zool or Monkey Island 2. 500+. Justin Schamotta, 23 Celyn Avenue, Caerphilly, Mid Glamorgan, South Wales, CF8 3FL or call 0222-887307.

New PD club. Please send SAE for list to V Hallam, 21 Church Street, Heanor, Derbyshire, DE75 7AH.

For sale Amiga 600 £380 or swap for the Amiga 500+ Cartoon Classics pack or the Atari 520STE. Phone David on 0527-71411.

Swap WWF, Robocod plus Kid Gloves 2, Jimmy White's Snooker, F1 Grand Prix for any 500+ compatible games. Contact C Buning, 42 Tanfield Road, Wrekenton, Gateshead.

Swap my Atari Lynx with seven games including Toki, California Games, Roadblasters for your Game Gear with games. Or sell for £150. Telephone Darren Price 0244-571360.

To swap or sell Warhead, Dungeon Quest, Double Dragon III and Rodland comp, Captive, Keef The Thief, Starflight, Populous, Dragon Flight, Robocod, Flood and Quest Of Agravam. Phone Daniel Devico 0525-383801.

Wanted: AMOS and AMOS Pro serious programmers to swap code. Write to Kev, 58A Maple Road, Surbiton, Surrey, KT6 4AE.

I will swap Push-Over for Alacataz. Kick Off 2 and Lotus I or Jimmy White or F/118 Interceptor

for Lemmings. Call Frazer Debney after 6pm on 05806-4944.

I have Heimdall and Putty and I'm prepared to swap them for Zool and F1 Grand Prix or Zool and Populous II. Please contact Martin Newton at 21 Alzey Gardens, Harpenden, Hertfordshire, AL5 5SZ or ring 0582-769302.

I would like to swap / sell Terminator 2, Final Fight, RoboCop 2, Eswat, Teenage Mutant Hero Turtles, Narc, Ninja Spirit or Black Crypt. Phone Denn Ealey 051-928-0005.

I will swap Monkey Island 2 for Leisure Suit Larry 5 and Hook for Leisure Suit Larry 1 or 2. Please phone Lee Stokes between 5pm-10pm on 0261-33414.

Will swap Premiere for Sensible Soccer 92/93 or Robocod for Archer Maclean's Pool. Games can be sold for cheap prices. Telephone Gavin Midgley 0425-618296.

I am selling Monkey Island 1 and 2 for £35 (beat that). Only three weeks old and Assassin £20 (one month old). You can't get better bargains than this (London area only). Contact Naveed Ali, 186 Cathall Road, Leytonstone, London, E11 4NN.

I will swap Scooby Doo, Yogi's Big Clean Up, Jet Set Willy II, Kid Gloves, Jimmy White's Snooker, BMX Simulator and Skull The Barbarian just for Dynablasters. Adam Rathbone, 7 Pictor Road, Fairfield, Buxton, Derbyshire or call 0298-70260.

Wanted:- Contacts. Have software for Amiga, ST Speccy. I am eccentric, 1000% reply. May swap certain titles. To find out, write to Crock, 275 Chinnbrook Road, Billesley, Birmingham, B13 0ND.

I have Lemmings, Captain Planet and Bart Vs The Space Mutants. None of them ever opened. Please would anyone swap their F-15 Strike Eagle II for any two of my above games. Shazad Aleem, 35 Talbot Walk, Church Road, Willesden, London, NW10 9HU. I have Player Manager, Sensible Soccer, Graham Taylor's Soccer, Simpsons, Championship Manager,

SHOP

Captain Planet, and many more titles. I will swap for Match Of The Day, Premier Manager, Dynablaster, or Pirates. I may also consider other games. Please write to Chris Dodd, 46 Ryhill Way, Lower Earley, Reading, Berkshire, RG6 4AZ.

I have Elvira II and D/Generation. I will swap for any Monkey Island games (must be in good condition). Call Adam on 06285-25431.

Swap! Captain Planet for Maniac Mansion, Hook or King's Quest 1. Or Populous 1 and 2 for any adventure games. Contact Sean Houlihan, 63 Mill Green Road, Welwyn Garden City, Hertfordshire, AL7 3UX or telephone 0707-391164.

Amiga 500 for sale. Boxed as new. Very good condition. 11 months guarantee. Joystick and two mice. Latest games: Zool, Wizkid, Premiere, etc. 1mb. £350 ono. Alex Banner, The Grange, Hallerton Lane, Wakefield, WF3 1AB or phone 0532-528832.

Sell Fast Lane £3, Football Manager £1, Hong Kong Phooey £3, Goldrunner 1 or 2 £2, Batman The Movie £4, Skidz £4. Ring Tom or Alex Whiteley on 0225-722200.

I will swap WWF with free video, and The Addams Family for Realms, Fort Apache, Mega Lo Mania or Populous 1 or 2. From Andrew Clark, 27 Clarendon Road, Worthing, West Sussex or call 0904-237729.

Swap or sell Espania '92, Switchblade II and MicroProse Soccer. Write a list of your games and send to Julian, 65 Tower Crescent, Lincoln, LN2 5QF.

Swap / sell Xenon II, Pitfighter, WWF, Populous and Wrath Of The Demon for Jaguar XJ220 or Nigel Mansell's World Championship. Contact: Simon Silver, 33 Woodlands, Brookmans Park, Hertfordshire, AL9 7AN or phone 0707-55375.

Will swap Jaguar XJ220, Silent Service II and Niro for Road Rash or Streetfighter II. May swap for other good games instead. Contact Jimmy Higgins, 9 Willow

Road, Somerset, BA16 ORU. Phone 0458-46513.

I will swap or sell Gary Lineker's Hot Shot and Hook for Zool or any other offers. Also, any tips for First Samurai. Gary Turley, 168 Belfast Road, Newry, County Down, N Ireland.

I'll swap Chase HQII, Double Dragon II, UMS II, Last Ninja II, Black Tiger or X-Out for Road Rash, Sensible Soccer, Crazy Cars III or Links. Phone Adam after 4pm on 0522-531961.

Swap Nebulus 2 and Cricket or Captain Planet and Last Ninja II or any combination of the above for Graham Taylor and Lotus II or offers Must be A600 compatible. Ben Allen, 84 Lothair Road, Aylestone, Leicester. Alternatively, phone 0533-830704.

Wanted: Amiga contacts, 100% reply guaranteed. Send lists or disks to Andrew Devlin, 21 Ash Tree Hill, Tandragee, County Armagh, Ireland.

Could anybody with tips, cheats or codes for the following games please send them to me: Putty, Push-Over, Dizzy Panic, Populous, Kick Off. From Jonathan Hartley, 40 The Brambles, Bar Hill, Cambridge, CB3 8TA.

Sega Game Gear for sale with Sonic, Olympic Gold. Everything boxed and in excellent condition, all for £70. Please telephone 0274-567657 and ask for Gareth.

Will swap: Project-X, Beast III, Zool, Harlequin and Rainbow Islands or Robocod. Would like: Lure Of The Temptress or Kyrandia. Get in touch with Tom Woerner, 77 Knocknacarra Park, Galway, Ireland or call 00353-91-21498.

Monkey Island 2, Harlequin, Myth, Putty for sale / swap for Project-X, Risky Woods, Wizkid, Lure Of The Temptress, Leander, John Madden's or any other good games. Telephone 0324-483368 and ask for Chris.

I will swap Epic and Premiere (Premier without instructions) for Police Quest 1 to 5, Hook, Test Drive 1-3, Goblins 1-2, Assassin

or Space Quest 1-5. Contact Steven Roberts 0602-843960.

I'll sell or swap: Streetfighter II, Zool, Archer's Collection, WWF2, Pinball Fantasies, Beast I, II, III and other latest games. 500+ compatible. Contact Philip Wise after 5pm on 0443-821116.

Commodore 64 for sale, with 60+ games, light gun, Quickshot joystick and manuals. All for a ridiculous price of £60. Write to James Hughes, 34 Poplar Avenue, Porthcawl, Mid Glamorgan, Wales.

I would like a penpal between the ages of 13 and 15 who owns an Amiga 500 or 500+. Write to Kirsty Reid, 11 Ninian Court, Lochside, Dumfries, DG2 9PS.

Swap Knights Of The Sky for Monkey Island 2 or Civilisation. Also other good games for sale. Graeme Lewis, 4 Sparkey Close, Witham, Essex, CM8 1QR.

Two for one. Lure Of The Temptress, John Madden's, Black Crypt, D/Generation, Lemmings and others for Monkey 2,

Enchantia, Kyrandia or two books. Programming the 68000 from Sybex or Amiga Machine Language from Abacus. Telephone J Colin 021-373-9558.

Please, please - anyone out there who could sell me a Sarakon disk. Call Joan Carswell on 041-639-4441 or write to 16 Gordon Crescent, Newton Mearns, Glasgow, G77 6HZ.

Like to swap Hudson Hawk game for either RoboCop 3, Dynablaster, Hook or Premier Manager. Phone Simon Walsh on Sowerby 839747.

If you would like to appear in Amiga Action's Swap Shop, write to: Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP or you can fax your message to 0625-876669 marking it for the attention of Amiga Action.

Write below what you would like to swap, sell or need help with. Also, please tick whether you want us to print your address or telephone number (or both).

I will swap Indy Last Crusad
Action, Batman movie, Lemmings
and California games for
Dune or Saber team or
Kills Tomato game. All my
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GALACTIC WARRIOR RATS

Publisher: Alternative Software

Price: £9.99

This makes a change. An original release coming straight out at a budget price. Sadly this means that concessions have to be made when it comes to quality, and *Galactic Warrior Rats* is no exception. Firstly, the link between the rats and the actual gameplay is very tenuous indeed. In fact, they do not appear in the actual game at all as they are supposed to be piloting spaceships, not a major problem in itself admittedly.

However, when you consider that the novelty value is the only reason that I can see for purchasing this game, you may be left feeling more than a little cheated. The gameplay is somewhat similar to that of *Alien Breed* although I am loath to mention the two in the same sentence as this release is distinctly second rate.

REVIEWED BY:
Steve

SCORE **68%**



CARNAGE

Publisher: Zeppelin Platinum

Price: £7.99

Woah! Fantastic! Another racing game, who'd have thought it? Originality is not the theme with this game, but what the hell – is it much cop or just a cop out?

The answer to this particular riddle of the universe depends on how many players take part. With only one player, *Carnage* is a tedious overhead-view race game that went out with dinosaur droppings. Find a mate or two (well, up to three) and it becomes a game with an intense rivalry that spills over into violence and retribution. You can lay mines to waylay any potential overtakers, and just be plain old obstructive like a pork pie hat on Snake Pass!

Carnage looks dull at first, but add other players and it's dynamite. Forget it if you're a no-mates, otherwise invite your friends over and have a racing annihilation party! For less than the price of a British Rail buttie, you can feel the thrills of Prostan race tactics. Just smell that petrol.

REVIEWED BY:
Huw

SCORE **81%**

INTERNATIONAL TRUCK RACING

Publisher: Zeppelin Platinum

Price: £7.99

International Truck Racing is a race game with a difference. Instead of driving a souped-up sports car, or a Formula One racing bike, in this game you drive an enormous great truck. For some strange reason this idea appealed to me, probably because it was actually quite original, but unfortunately in practice, the game falls down in a few areas.

Firstly the scrolling is appallingly bad for an Amiga title, and secondly, I would consider the main element of a racing game to be speed, something which this release is severely lacking. I could go on, but I think you will have got the idea by now.

It's not all bad though, and despite what I've said the game does provide some enjoyment. It should keep you occupied for a few hours, so it might be worth a look if you fancy a change from the world of typical racing games.



REVIEWED BY:
Steve

SCORE **65%**

BLADE WARRIOR

Publisher: Zeppelin Platinum

Price: £7.99

Blade Warrior touts itself as an arcade adventure with "stunning graphics". Well, I suppose the graphics are OK but the rest of the game leaves much to be desired.

The background parallax scrolling is not bad, but I think that the silhouetted figures in the foreground don't lend anything to the game. I've never been a fan of arcade adventures, and this is not the one to change my opinion. The gameplay is fairly dubious and it is very difficult in this semi-light to see who is really killing who.

In fairness, Blade Warrior is not as bad as all that and will likely improve with a little practice. For me, I'll give it a miss.

Don't get me wrong though, Blade Warrior is not too bad and will doubtless appeal to all fans of this particular genre, so if this gives you a turn on then turn out and buy it. If it doesn't, don't. Simple. It's just that in the end, I'll be returning to my Zeppelin favourite, Carnage - I can't get enough of that one.



REVIEWED BY:
Huw

SCORE **79%**



INTERNATIONAL TENNIS

Publisher: Zeppelin Platinum

Price: £7.99

Funny, having never played many tennis sims before, this is the second I've had to look at this issue. My initial impression is that it is a pretty decent game with options for singles, doubles and mixed matches. All the women look like Monica Seles, all the men like no-one in particular.

There is also a choice of playing surfaces: indoor, clay or grass. What difference it makes I'm far from certain, if it makes any at all. Still, the graphics all round are quite pleasing, and certainly more detailed than Advantage Tennis (see elsewhere in the mag), but does not have the same wide selection of shots. This does not interfere with the playability, but I always find that I hit the ball too hard. Oh well, looks like I'll never get to Wimbledon after all.

At only £7.99, International Tennis is a real bargain.

REVIEWED BY:
Huw

SCORE **85%**

VIDEOKID

Publisher: GBH

Price: £9.95

This game has a slightly bizarre storyline. You are Billy, just an ordinary kid who loved to watch the television, until one day, you settled down to watch a video. But instead of the expected film, all he heard was an evil laugh and he suddenly found himself transported to a dangerous land inside his otherwise innocent television!

Here, as the Videokid, you must battle the Magician in order to gain your freedom.

The game is a standard platform romp which, to be honest, offers little in the way of originality. It is really good fun to play though, and at such a low price you would do very well to pick this little bargain up.

In some ways, it's kinda reminiscent of Blood Money with its slow scrolling, plentiful power-ups and a main sprite that floats through the air. Pleasant enough to play for a while.

REVIEWED BY:
Steve

SCORE **84%**



BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	ALIEN BREED SPECIAL EDITION '92	TEAM 17	£10.99	SHOOT'EM-UP
2	2	JAMES POND	GBH	£7.99	PUZZLE
3	★	INDIANA JONES: GRAPHIC ADVENTURE	KIXX XL	£14.99	ADVENTURE
4	20	TRIVIAL PURSUIT	THE HIT SQUAD	£7.99	QUIZ
5	★	STREET FIGHTER	KIXX	£9.99	BEAT'EM-UP
6	2	DIZZY: PRINCE OF THE YOLKFOLK	CODEMASTERS	£7.99	PLATFORM
7	3	SPELLBOUND DIZZY	CODEMASTERS	£7.99	PLATFORM
8	5	F16 COMBAT PILOT	ACTION 16	£9.99	SHOOT'EM-UP
9	6	LOTUS TURBO CHALLENGE	GBH	£9.99	RACING
10	15	PRINCE OF PERSIA	THE HIT SQUAD	£7.99	PLATFORM
11	4	PANZA KICK BOXING	KIXX	£9.99	BEAT'EM-UP
12	8	SHOOT'EM-UP CONSTRUCTION KIT	GBH	£9.99	UTILITY
13	★	FUTURE WARS	KIXX XL	£12.99	ADVENTURE
14	7	TEST DRIVE 2	THE HIT SQUAD	£7.99	DRIVING
15	9	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SHOOT'EM-UP
16	14	MAGIC LAND DIZZY	CODEMASTERS	£7.99	PLATFORM
17	★	MIDWINTER	KIXX XL	£12.99	STRATEGY
18	10	FUN SCHOOL 2 OVER 8'S	THE HIT SQUAD	£7.99	EDUCATIONAL
19	★	BATTLEHAWKS 1942	KIXX XL	£14.99	SHOOT'EM-UP
20	11	CAPTAIN DYNAMO	CODEMASTERS	£7.99	PLATFORM

★ = RE-ENTRY ★ = NEW ENTRY

Yet again the budget chart provides very little in the way of excitement or change. The incredibly atmospheric *Alien Breed: Special Edition '92* and the original *James Pond* are still deservedly the two best-selling budget titles around at the moment. New entries include the original *Streelfighter*, the *Indiana Jones and the Last Crusade Graphic Adventure* and the excellent *Future Wars*, all of which will undoubtedly be fighting tooth and nail to gain the top spot in next month's chart.

Let's all hope that the coming month sees plenty of new releases which will liven up the cut-price chart.



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competition

ANYBODY OUT THERE?

It's tough living abroad. All those nice beaches, the hot weather, and no Amiga Action! Aaargh!

Bonjour to all our overseas readers! Ok, so that's the limit of our knowledge of foreign languages but hey, we're proud of it (gulp). We've recently received a couple of letters from our international contingent, asking us to extend our competition deadlines. Well, we've gone one better...

This is the first competition for overseas people only. Amiga Action contacted the two best software publishers in England, Team 17 and Gremlin Graphics, and amassed a totally splendid amount of top-rated games for you to win. Why Team 17 and Gremlin, though? Well, you voted them to be the greatest thing since tuna and banana pizzas in Amiga Action's Reader Votes for 1992.

On offer are 40 leading games, excelling above all others on the market.

Rules of the game:

1) You have to live outside of the UK, as proved by your post mark.

2) All competition entries must reach us by the 7th May 1993.

3) The Editor's decision is final and no horse-trading, warfare or anything else likely to damage international relations will be entered into.

4) Please try to send us a photo of yourself so we can ritually humiliate you within these sacred pages if you are unfortunate enough to win!

Our team of jetset mailmen are eagerly waiting to deliver the following to your door:

5 COPIES EACH TO BE WON



PROJECT-X by Team 17

(91% Iss32: "...outstanding... the Amiga's finest shoot'em-up...")

LOTUS III by Gremlin

(90% Iss37: "High performance driving at its best...")

ASSASSIN by Team 17

(91% Iss39: "...a list of technical achievements as long as your arm...")

NIGEL MANSELL'S WORLD CHAMPIONSHIP by Gremlin

(87% Iss39: "...set to become another speedy success...")

ALIEN BREED '92 by Team 17

(91% Iss40: "...a galaxy of unimaginable action and immeasurable pleasure.")

PREMIER MANAGER by Gremlin

(90% Iss39: "...boots other football management games into touch.")

BODY BLOWS by Team 17

(To be reviewed)

ZOOL by Gremlin

(96% Iss34: "...a masterpiece... the game plays like a dream...")

To own one of the above, all you have to do is speak with a strange foreign accent (well, you have to live outside the British Isles at least). Then there's the matter of a question, of course! We want to know the following: Who would you vote to be President of the United States of America and why? The finest 40 suggestions will win a game from Amiga Action's first brain-blowing, international extravaganza. Your entries must reach us by 7th May, 1993. The Editor's decision is final.

ANY BODY OUT THERE COMPO

I would vote for

Reason why

Name:

Address:

.....Age:

Send your entries by the 7th May to "**Anybody Out There Compo**", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win

BAD influence!

BAD influence!

BAD influence!



BAD influence!

BAD influence!

BAD influence!



BAD influence!



BAD influence!

BAD influence!

BAD influence!

BAD influence!



BAD influence!

BAD influence!

the hottest games reviewed

BAD influence!



BAD influence!

Nam Rood's hints and tips, massive competitions



BAD influence!

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massive competitions

BAD influence!

BAD influence!

complete player's guides secrets of the TV show...

BAD influence!

BAD influence!

BAD influence!

...and much more. Issue two on sale January 28



BAD influence!

BAD influence!

competition

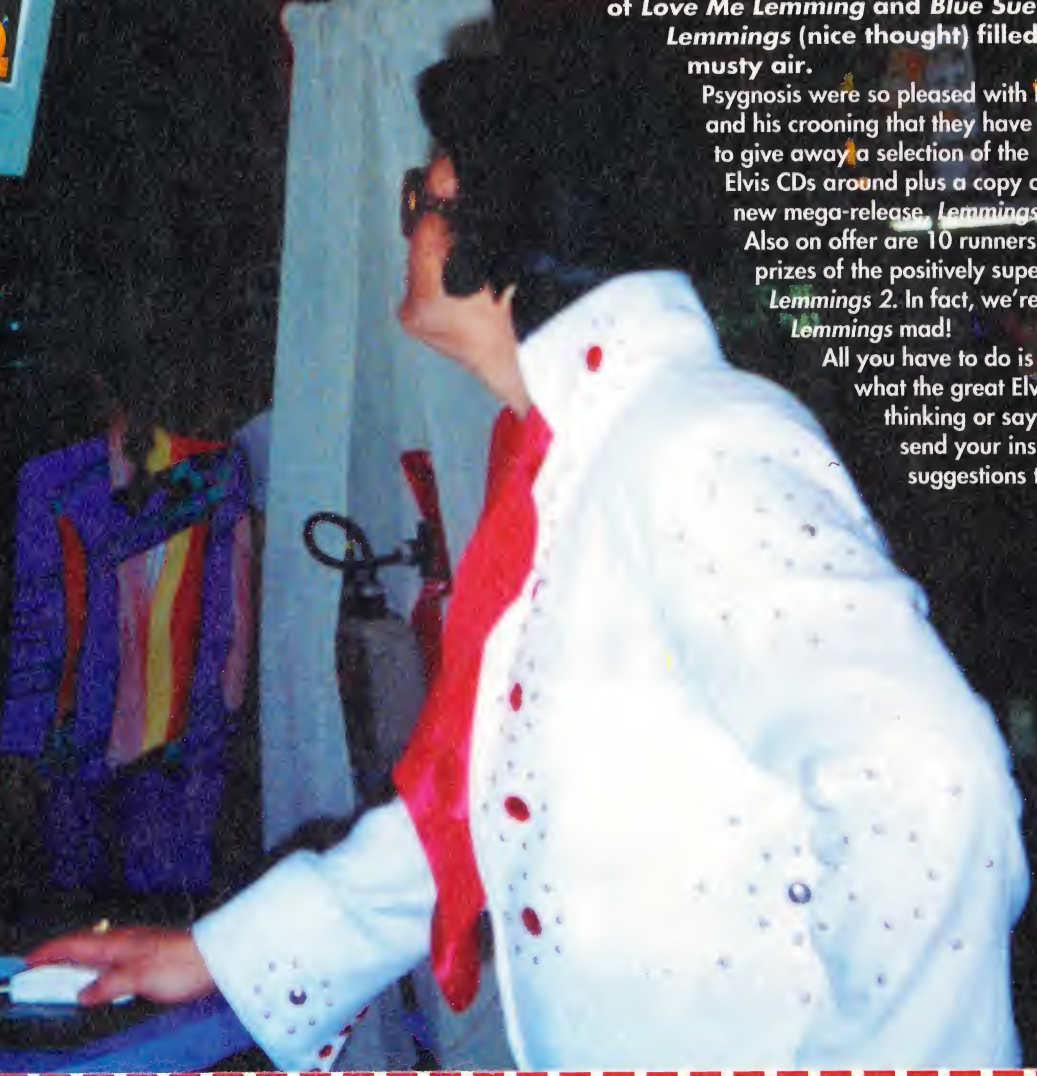
ELVIS LIVES!

We were recently enjoying the finer points of a certain computer show (ie, having some good old fun and frolics with a pint, a Polo and a straw) when who should appear but the King himself!

Yes, Elvis tried to sneak in and test his luck with a few punk rockers who go by the name of Lemmings. We can exclusively reveal that he broke into song at the sheer enjoyment of meeting them and renditions of *Love Me Lemming* and *Blue Suede Lemmings* (nice thought) filled the musty air.

Psygnosis were so pleased with Elvis and his crooning that they have decided to give away a selection of the hottest Elvis CDs around plus a copy of their new mega-release, *Lemmings 2*. Also on offer are 10 runners-up prizes of the positively superb *Lemmings 2*. In fact, we're going *Lemmings* mad!

All you have to do is tell us what the great Elvis is thinking or saying and send your inspired suggestions to us.



ELVIS LIVES!

I'm sure that Elvis must be thinking or saying the following:

(Say it Fast)

"You aint notin but a
lemming dieing all the
time."

Name: Alex Hewson
Address: 18 Dues Berg st
Princes Ave Hull
Postcode: HU5 3QD Age: 12

Send your entries by the 19th March to "Elvis Lives Compo", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

TALKBACK

Another Amiga Action, another Talkback... This month: the World writes in to tell us how much they like the new design...

Publish and be damned

One of my friends and I have been preparing to produce a computer magazine. We have the essentials – money, printer availability and several Amiga machines. But despite all that we are lacking in ideas and information on games and getting started. Please could you help us.

Toby Pearce, Cliffe

Hmmm... I'm not sure if Amiga Action should be giving out our closely-guarded secrets to potential competitors... Anyway, I'm sure I can tell you this much. Firstly, as far as games are concerned, you aren't at all likely to get games from the software houses as easily as we do (ie free). So whatever you decide to review will probably have to be bought. Secondly, have you considered how you are going to take screenshots from games and print them? Thirdly, how are you going to sell the mag? Do you know if anyone is going to want to buy it? Remember, ultimately, that is what it is all about! As far as information is concerned, just read Amiga Action or use the telephone numbers we print and give the software houses

a call. They might help out. But if you get nowhere, don't be tempted to take a short cut and just rip off what other people write – there are copyright laws you'd better be aware of! Finally, try to keep a copy of what you eventually produce. I once did something similar to what you're up to and I'm kicking myself to this day that over the years I threw away everything I'd done. Good luck anyway.

A1200 again...

For Christmas I received an A1200 and a few days later I went to town to buy some games for it. I soon realised there were no 32 bit games out for it and I could only find two 16 bit games, so I had very little choice. Anyway, could you please tell me when some games for the A1200 will be coming out?

Richard Cottey, Somerset

Well, most of the software being released now is A1200 compatible, but there is practically nothing yet available for only the A1200. You'll have to wait a few months until a few more of the machines are sold before much changes. But then this

goes back to the old, old point – never buy a new type of computer as soon as it released! Sorry!

Overseas bellyache

I think your mag is cool but I'd like to point out a couple of things. I like reading the competitions but I am annoyed that overseas readers can't take part. Please could you put in a competition for overseas readers or extend the time so that we down under can also write in?

Ian Billinghamurst, North Island, New Zealand

Although we can't do an overseas compo every month due to the comparatively small numbers of our readers who live overseas, we will now do an overseas-only compo every few issues, starting from this one. Hope that'll be all right!

Sarcasm (ha ha)

I recently picked up your December issue from the newsagent's, looking

forward to some enjoyable, funny, lightweight reading. However, I was sorely disappointed. Do you really like 85% of all the reviewed games? Your games reviews leave a lot to be desired especially in the critical analysis and coherency departments.

And the irrelevance of your (unfunny) comments viz-a-viz some games is striking. Is it because you are talking through your rear end? Looks like there's a 99% probability that yes you are!

Get your facts right if you do not want readers with brains and knowledge of quality to think of you as an amateur magazine with pathetic journalism.

Do you always publish seedy twerps (looks like it – Ed.) who suck up repeatedly to the mag in order to get their badly written tedious letters printed? It is almost sickening.

N. Davies, Worcester.

Oh, do shut up. If you'd written your letter in a less sarcastic and irritating manner, I might have replied to your criticisms. But if you

STAR LETTER

Hard problems

I would first like to congratulate the team on making a totally excellent magazine!

I have owned my A500 for two years now and I am thinking of upgrading. I was thinking of purchasing the A600 Epic pack primarily because of the Hard Drive, but what are the advantages of a Hard Drive?

I am also thinking about using my computer for school projects. Could you recommend some packages where you can take various pictures from a selection and alter them for your own use? Finally, I'd like to purchase either a Gremlin Graphics or Psygnosis T-Shirt but I can't find any such T-Shirts anywhere.

Mark Harvey, Derry

A Hard Drive is basically a continually-spinning disk enclosed in a vacuum, which allows a much higher degree of

accuracy as far as storing information is concerned. For you, this translates as being able to store loads more information that you could on a floppy, much faster, and faster access times too.

The disadvantages are that you can't copy all your software onto it – only Hard Drive installable stuff. Then there's the price to consider too. But the basic question you should ask yourself is: Do I actually need one? Have you got so much software that the only thing to do is get a Hard Drive? It really is up to you...

As far as the graphics stuff is concerned, you can load just about any sort of graphic into Deluxe Paint and manipulate it there. But you may need a scanner too, which'll cost you anything from £200-£2000.

Finally, for the T-Shirts, try Gremlin on 0742-753423 or Psygnosis on 051-709-5755, but I'm not promising you any joy!



can't be bothered to be polite, neither will I. By the way, you can't spell 'disappointed' which kind of leaves me wondering how seriously we should treat the rest of your judgement on literary matters.

GamesMisser

I would just like to point out that GamesMaster is crap. All the reviews, tips and challenges are devoted to consoles like Nintendo and Sega. It's very rare when an Amiga cheat pops up out of the blue and even if it does, I've probably heard about it from your magazine. A lot of readers are probably thinking "Well, what does he know about GamesMaster?" I have been to GamesMaster Live and the only world I can use to describe it is crap (*You like that word!* – Ed.).

Douglas Rowe, New Mills

P.S. 'Senbible Soccer' – sad man. No offence, I love your magazine.

Well, I have to agree heartily with you. I was at GamesMaster too and I must admit I was less than thrilled with the whole thing. Personally, I think it is a

scandal that GamesMaster rampantly ignores the Amiga. Frankly, if I were you, I'd tune into to Bad Influence! on ITV or buy the mag which doesn't fail to ignore the Amiga, but features it heavily! And modesty forbids me from mentioning which magazine wrote all the Amiga stuff in Bad Influence!, but you're reading it now...

Madman

I am having some trouble with the 68000-based F-18A laser targeting and bomb guidance system currently being used in the Persian Gulf. As I know you are all incredibly computer-knowledgable on Amiga Action, I have decided to write to you for help. Peace,

S. Hussein, Baghdad

What you need to do is gain control of your airspace again and use a phased-array wide spectrum laser jammer as a backup defence. You'll be able to find one at the March 19th Arms Fair in Syria, stall 13, for approximately £150,000,000. Alternatively, use a mirror.

Another Accolade

Well, what can I say? I picked up your February issue and was gobsmacked from the moment I saw your cover. I loved the Dark Seed picture, your new method of wrapping the coverdisks looks great, and as for the new-look inside of the magazine, well, it takes my breath away. Your improved content is fantastic – I was particularly interested in the Future Zone article, and as for the Low-Down – what can I say? Everything I need to know is there now, including the telephone numbers of the software houses. I won't even glance at Amiga Power or The One now. They seem so old-fashioned!

Catherine Lucas, Reading

What can we say but thanks! We did a lot of work on the redesign and we're glad to know we seem to have got it right. All suggestions that have been sent to us have been read and taken notice of, so please keep writing in with your views of the new-look magazine.

Groan on...

I've just seen the new Amiga Action and was shocked to notice you've changed the look of the mag – again. What is going on? Can't you make your mind up or what? That's the third change in seven months and I'm getting sick of it! Whatever happened to the old reliable Amiga Action that we could all trust? I'm bloody annoyed and won't be subscribing again.

K. Pai, Birmingham

We can't please everyone and we're sorry that you are unhappy with the new look. But your letter was in the definite minority. I can assure you that we won't be redesigning the mag again for a long time (Too right! – Exhausted Ed.). Besides, there's a great deal

more to the new Amiga Action than a new look, and I'm talking about the greater coverage of the Amiga and related worlds. You can't really complain about that, can you?

Zool fool

I'm writing to you to ask you what the A1200 demo of Zool was doing on one of the coverdisks in the last issue. I've got an A500 so it was sod all use to me. Thanks very much for the waste of space.

Andy Richards, Croydon

Well we're sorry you feel like that Andy, but we felt that we had to cater for all those people who would be buying an A1200 this Christmas. Besides, there were three other games on that coverdisk that month, any of which was compatible with your machine. Surely it wasn't that bad!

More A1200 anarchy

Having purchased an A1200 and sold my A500, I was annoyed to see how many games, old and new, that supposedly did not work on the new machine. But they're wrong! I tested a fair amount of the software that shouldn't work (according to a few adverts), and about 90% of it does! A good deal of the software runs straight away, but for those programs that didn't, I usually found that all I had to do was use the Chip Emulation mode (by holding both mouse buttons down when rebooting). The rest just needed a program called the 'De-grader' that I got free on a coverdisk.

Of course, I found a few that wouldn't work even with a combination of the two, but these were few and far between.

Also, in your reviews, I would like to see which computer the game will run on, even if it is with Chip Emulation.

Tom Brewer, Surrey

Thanks for the letter, Tom. We didn't actually know about that Chip Emulation mode. We'll certainly be investigating it further with a view to incorporating it in our reviews within the next month or so, but until then, don't take our word for it that it works!

NICK HAS A GRIPE

This is just a little note to T. Bowles of Somerset, and all those other people who like to send in stupid, illiterate and obnoxious letters, then tempt fate by saying 'I bet you won't print this'. Well, you're right. I won't.

Taa-raa!

Joy in repetition

I would be very grateful if you could recommend an analogue joystick to me. Thanks very much for your help,

Jonathan Glass, Colchester

After a quick shuffle around the office, the Voltmace was recommended to me. You can reach the company on 0462-894410. Hope that helps!

Coverdisk chaos

I received my February issue of Amiga Action today but there were no coverdisks with it. Could you please send me these ASAP?

C. Briggs, Southampton

Please call Europress Direct (who handle all subscriptions) on 051-357-1275 and they'll be able to help you. Hope that will answer your problem!

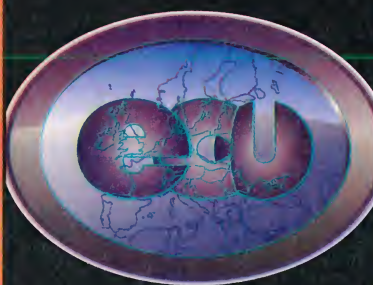
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Boggit's

Groaning or moaning, you can't ignore him. Here he is, the terror of the software houses, the world champion Atari mangler, and Britain's answer to the Common Market – The Boggit.

Captive II

I'd hate to think how much of my life has been spent walking down dimly lit corridors waiting for some rabid monster to leap out and tear my head off. Today I heard that things may be about to get even worse, for *Captive II* is to be released in March, which means yet more robots are being prepared for an orgy of roleplaying destruction crammed with laser beams and grenade launchers. The game is advertised as "Cyberpunk Roleplaying in the 29th Century". Now I'm not sure that I know what Cyberpunk is, but I know that listening to punk music is bad enough. If Cyberpunk means that the monsters are not only going to tear your head off, but they are going to spit down your throat as well, then I don't want to play!

Like its predecessor, this game is going to be big. *Captive II* has 4096 cities, each containing 1000 buildings, and this means that you will have to devote the rest of your life to this game. Knowing the game's writer (Mad Dog Crowther), I've no doubt that it will be another brilliant exercise in destruction and twisted humour which will eventually drive me mad.

I've got my name on the list of maniacs who wish to be first to get the game as soon as it's available, so you'll hear as soon as I do.

Dark Seed

Now I know you all love scary things (otherwise you wouldn't be reading this), so no doubt you have noted the game *Dark Seed* from

Cyberdreams. The selling point of this graphic adventure is that it contains artwork by the master of the scary – H.R. Giger.

If you have already met this man's nightmares lurking in the ventilation shafts of spaceships or bursting out of people's stomachs, then you'll know that I'm talking about the creator of *Alien*. The writers of *Dark Seed* realised that we are all intrigued by the hellish visions of this man's mind, so they set out to build a game which featured them. It's never a good strategy to create a game to serve an idea, for that's the rabbit hole which movie licences usually hop down and are never seen again, but there is no doubt that this game has done its best to produce something nice and original.

As the whole purpose of the game is to reproduce nasty slimy things on your monitor, they do have a problem when they are forced to deal with computer graphics. It's got to be said that the results are not as brilliant as I think they could have been, but brother, they are weird. And because the game has had to use the HAM graphics mode, the screen flickers annoyingly on non-HAM monitors.

While most of the game is very dark and gloomy, and the action is slow, there are a few places where the writers have allowed themselves to get a bit silly. There is a graveyard located in the dead centre of the town (oh yes, the old jokes are the best), and if you examine the names on the tombstones you'll find that it is the last

resting place of some very familiar people. The famous Guy Threepwood is here, (now you know what happens if you mess with pirates) plus a space trader call Mudd, who I recall had some 'Trouble with Tribbles'. All right, so you don't watch those old episodes of Star Trek then...

Apart from those shafts of humour the rest of the game seems firmly set in a dark sepia hue designed to keep you feeling jumpy. The game controls are not as obvious as they might be and I found myself getting confused on quite a few occasions, but luckily the game contains a hint book which you can sneak a quick look at if you are getting a bit frustrated.

On the whole though, I'd certainly say *Dark Seed* was worth a glance or two.

▼ Well, here is the first screen-shot that I've managed to beg from Tony Crowther of his new game *Captive II*. I haven't even seen the game yet, but I'm willing to bet that it will be a cracker.



Domain

You'd better go in disguise if you go down in the woods today, for there's a colourful trail of pink envelopes and purple language leading to the giant Blackthorn Tree where our hero is snapping mad at all the letters you've been sending him.

Leisure Suit Larry II

I bought Larry II aeons ago and at this moment it is under an unbelievable amount of dust. Therefore I put it upon myself to write to you as I feel it is my destiny to complete the game. I have reached the summit of the volcano. After trying to open the elevator door a few thousand times, I gave up. I have tried blasting it with the hair rejuvenator and airsick bag but to no avail. Pretty please with squirrel droppings on top, can you help?

Tim, New Malden

You are on the right track, you just need to stick the bomb which you make into a small crack in the ground at the right/rear of the screen. The bad news is that once you've done that the game is finished.



Indiana Jones and the Fate of Atlantis

I have just bought Indiana Jones and the Fate of Atlantis and I think it's the best graphic adventure I've got, but I'm stuck back in Barnett College. I've found out from Costa that the Lost Dialogue of Plato is in the Ward

▲ On the small screen Indy Jones is heading for the number one slot. It's a mammoth game which takes you to all corners of the globe. (Thanks! Can a globe have corners?).

Boggit's Bouquet

Oscars come and BAFTA awards go, but the Boggit's Bouquet for excellence goes on for ever. Each week the Boggit is plagued with letters from the great and the good, pleading for his seal of approval, but neither gold nor jewels can buy this prestigious award (although a tray of mutton pies just might tempt him). Only a sure-fire piece of brilliant software will secure a game's place in the Boggit's Hall of Fame.

I have read that once in a while it is good for the soul to eat a small slice of humble pie. Maybe there is some truth in that, but it has never made me feel any better. Consider how much worse humble pie tastes when it has large lumps of garlic and slimy snails in it. Yes



*it had to happen eventually. I have found a game which I think is a goody, and it's 'Fren***', Gallic, well let's just say it's foreign.*

If you are a regular Amiga Action reader, then you will have already played the demo disk of Goblins II which came with the magazine a

few months ago. I thought the game looked good then, so I asked for a copy to be sent to me under a plain wrapper (I didn't want that nosey Goblin Postie seeing what I was getting). Sure enough the game is as good as the demo disk and I have been laughing at the mad antics of those goblins ever since.

I think the animation and sound effects are really good, and the humour is wicked. I find the fact that I laughed really strange, for I know the French have all the humour of a Sub Post Office counter clerk. I should also point out that unlike the two goblins in this game, real goblins are not noted for their humour. The goblins which live in the village near me are a bad-tempered lot who wouldn't know a joke if it stepped up and squirted ink in their faces. I should know for I tried it once. Not one of the miserable swine laughed – and it was expensive ink that I used too!

I usually can tell how popular a game is from the size of the mail which it generates in my postbag, but in this case no one will need to write for help as the game has the solution built in. To be fair the solutions are quirky to say the least, but at least the characters do some pretty funny things when you get it wrong. Many of the solutions require you to time things quite carefully which can get a little tricky, so it may be awkward for those ancient ones amongst you who haven't got nifty fingers.

Okay, I'll say it out loud just once and hope that I never have to say it again. Goblins II is a great game, it's colourful, very funny – and yes, it's French. Aaaaaarrrrrh!

kwik kwip

Q Why should Atari users be buried 300 feet under the ground?

A Because deep down they are quite nice!

Collection, but I can't find it anywhere. I've looked under the bookcase, and even melted a wax figurine, but I can't find it. I have a key if that's any help.

E. Carpenter, Edinburgh

You think that I don't know that Edinburgh is in Scotland don't you? Well I do, and it is. I don't like people from Edinburgh because they are very rude. The last time I was there I asked a policeman what time the One O'Clock gun was fired and the miserable git wouldn't tell me. He just laughed and walked away. Rude beggar!

I'll only answer this question because there isn't a simple solution, and hopefully it won't help you to solve your problem. I know where I found the Lost Dialogue, but I've been told that it isn't found in the same place in every game. The key which you have can be used to open a case which is lying on a shelf at the back of the same room as the totem pole; sometimes the Dialogue is in there.

It can occasionally be found inside the wax cat figurine which can be melted by the furnace in the basement. (Remember to open the door of the furnace first.) On another occasion the book is inside the overturned bookcase in the library. To get at it you must find an arrowhead in the museum to help you remove the screws from the rear of the bookcase. You'll also need something to protect your fingers when you do this operation.

Incidentally some other crafty Scots git sold me a tin can which was supposed to be full of perfumed air which had been sealed in the Princess Street Gardens. And what did I find inside when I opened it - Scotch Mist!

Trial by Fire

Last summer a dwarf from Poland, who is a friend of mine, visited England. He learned that England has a new Robin Hood - the Boggit. The dwarf also discovered that there is only one difference between them; Robin Hood gave the people gold, Boggit gives information. I did not believe this news at first, but the dwarf showed me an old map made of unicorn hide on which was drawn a big tree in the middle of a forest and he explained that the Boggit lives there. Please answer these questions from Trial by Fire:-

*How can I get rid of the fire in the city?
There's a feather in the desert (near the Griffin's nest) but I cannot move the rock to get it.*

Krzysztof Bura, Poland

Buy some incense from the healer which you can use to lead the fire into the streets. If you filled the waterskins you'll be able to dampen down the fire and use the lamp to capture it. There's no need to move anything to get the feather - you only need search under the rocks. Once you've got it, take it with the fruit of compassion to the healer and give them to him.

▼ From the amount of mail which pours in from all quarters of the Caribbean, half of our readers must be hanging about with Guy Threepwood on the Spanish Main. Did you notice that the bad guy has a French name? And are we surprised?



Monkey Island II

I've been playing Monkey Island II for months now, but I'm stuck at one part of the game.

I've found the four map pieces and brought them to Wally. He sends me to the Voodoo lady, but when I return, Wally and the map are gone. I can't find him anywhere and I don't know what to do next. Did I do something wrong?

Martin van Limbeek, Holland

You certainly did do something wrong - you trusted a human! I have spent years warning you about this, but still you don't listen. Never give anything of value to one of the lower races, they can't be trusted.

To be fair, it's not really Wally's fault because he has in fact been imprisoned in LeChuck's Fortress. To rescue the little creep you'll need to get down to the swamp and find some form of transport. Look at, and use, what you find there. You'll also need to examine the spit-encrusted paper for directions. Euuck!

Kings Quest V

In Kings Quest V I have saved the rat by throwing a stick at the cat. When I get tied up in the inn the rat saves me, but I can't get out of the room because the door is locked.

Jamie Lea, Milton Keynes

And just how are the cement cows of Milton Keynes getting on? I think that was an excellent idea to put cement cows in the fields there, it's just a pity that they didn't keep the idea going and put cement humans in the houses (*Didn't they?* - Ed.).

To open the door you need simply need to knock on it (admittedly you should be holding a damn big hammer in your hand while you're doing this!) You get the hammer from the shoe maker after you have given him the shoes which you got from the elf. Do you know anything about the elf? I thought not. The answer concerns squeezing the honeycomb until a sticky puddle drips onto the floor. Dropping an emerald nearby will act as a bait for the elf. And where must you lay this cunning trap? There is a clearing in the wood where the elf will appear whenever you drop an emerald.

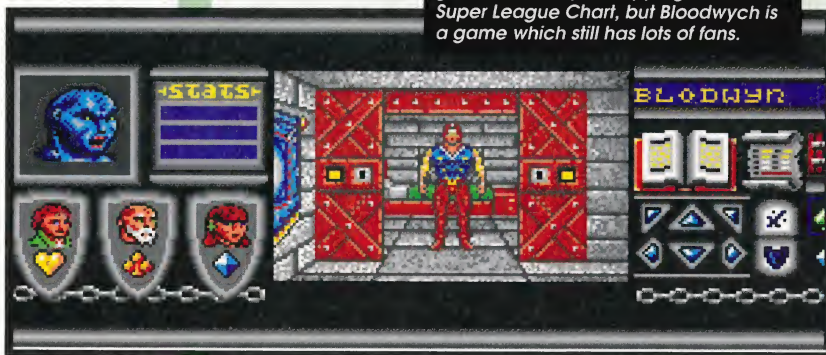
Bloodwych Battles On

I recently bought Dungeon Master after seeing it still placed top of the Arcade Adventure League and I really enjoyed bashing the, umm, stuffing out of all sorts of evils. However I also own Bloodwych plus the extra Data Disk and I think that when you compare them both, Dungeon Master comes out second.

In favour of D.M. are the deadly doors, (slightly) better graphics and a very involved spell-casting system.

In favour of Bloodwych are a

▼ The graphics may be crude, and the game itself may be slipping in the Super League Chart, but Bloodwych is a game which still has lots of fans.



greater variety and range of spells such as arcbolt, summon, terror, formwall, Wychwind and lots more. Stacks of gold; up to 99 gold pieces in one pocket, plus keys and arrows. Alchemy spell which changes useless items into gold. Buying spells – no gold, no spells. The fight icon which lets players hack and fire automatically while you ready the spells. Two player mode which allows you to help or hinder, or even have wars.

This allows you to use confuse, terror, mindrock and formwall spells against the other player which is heaps of fun. The dismiss option allows you to dump useless characters in favour of recruited monsters. The talk option allows you to talk your way out of trouble, blathering away to an enemy stops it attacking, or even buy food of it if need be.

The list of advantages goes on, so why does Bloodwych sink further into the obscure recesses of the Super League while Dungeon Master stays at the top? Also as games drops down the charts they lose any Accolade or Recommended status. Do you guys change your mind or something? Also, why have you been banished to the back of the mag? I'll probably not see this letter for about three months as the magazines come by ship, so you should stop complaining that people live too close to France until you try living over here.

Yours sincerely (Hah!)

Sebastian Apers, New Zealand

I could tell you to stick your head down a hot mud pool, but I won't, (although I'll probably think it!).

I can't comment on the running of the Super League because it has nothing to do with me thank goodness. I can only tell you that I much preferred D.M. myself, but I also get loads of letters from people saying the same things that you have said. Bloodwych is very popular with players who are prepared to spend a little bit more time getting to appreciate the finer points of a game. I didn't like the graphics which I found too small, and I didn't like the fact that it was very difficult to map. I spent most of my time going round in circles and I soon became lost and frustrated.

Yes, I'd also like to know why my scrolls have been banished to the small ads graveyard. Do you think they are ashamed of me? I reckon it's professional jealousy on their part because I'm better looking and get more mail than them.

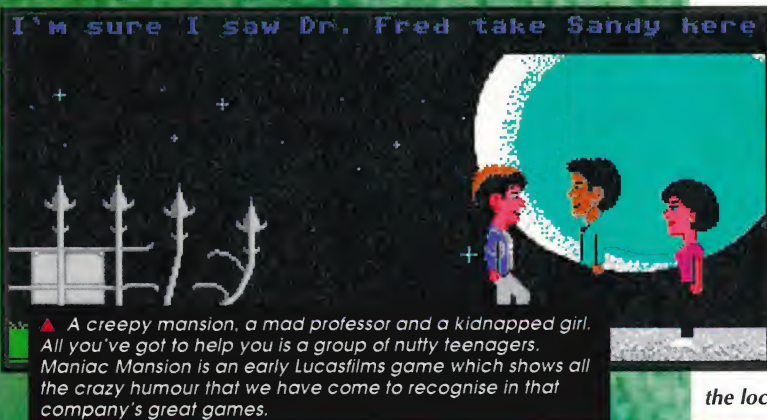
Maniac Mansion

I am writing in desperation concerning Maniac Mansion. We have had this game almost a year now and still not completed it. The problems we have are:-

We cannot get the key from the chandelier, cannot get the garage door open. Cannot find Nurse Edna's room. We have found a plant called Chuck, but we cannot get anything to work on it. I have filled the jar with water from the swimming pool and watered the plant but nothing happens. I can't reach the radio on the chair in the swimming pool. We can't find any gas for the chain-saw.

K. Darbyshire, Rotherham

Let's face it, you're a wimp! Before we go any further we are going



▲ A creepy mansion, a mad professor and a kidnapped girl. All you've got to help you is a group of nutty teenagers. Maniac Mansion is an early Lucasfilm's game which shows all the crazy humour that we have come to recognise in that company's great games.

to have to build up your skinny body and get some hair and muscles on your chest. You aren't female aren't you? You must use the body building machine (twice) before you can open the garage door, and while you are feeling macho you can try ripping out the grate in the front of the house to find yet another area to explore.

To get the key you must go to the music room and use the record on the record-player and use the cassette on the cassette player. Now turn on the cassette player, followed by the record-player, to make a pirate copy of the record. Take the cassette to the room with the chandelier and play it in the unit. The music is a recording of "The Boggit's Salute to the Beatles" so the glass chandelier will very quickly shatter. There is a control valve which empties the swimming pool.

Holland Sauce

Here is my list of the top five games:

1. Wizardry VI and Wasteland (C64). Because they really make you think.
2. Eye of the Beholder I and II. They're straight forward, but beautiful and fun.
3. Champions of Krynn and Pools of Radiance. The best in the entire series.
4. All Lucasfilm's adventures, (except Loom!). They are extremely humorous and beautiful.
5. Dungeon Master. Because it's a classic.

I must say that I think it's a pity that they have simplified the questioning system in Wizardry VII because you really had some sort of a conversation with NPC's. Now that you can simply read their minds and know their secrets, it's just like reading a clue book (which is the lowest you can get. I think that's on the same level as cheating). Just because the simple masses cannot cope, the games have been made easier and easier which is a shame. You can see this devaluation happening clearly with the Lucasfilm's games. People like me don't get stuck.

Joeri Piet, Holland

People like you make me stuck. Or should I say, sick!

Eye of the Beholder II

Firstly many thanks for printing the solution to the final part of Drakken a couple of months ago. I should have guessed that the solution to a French RPG would involve people taking all their clothes off!

The solution to the Eye of the Beholder II question in the January issue concerns the level where all the walls keep moving about, and where you have to give two coins to the tree creature for a key. The force field is in front of the area where the thief you found earlier in the game is imprisoned, but only if you allowed him to join your party and rob you. If you never recruited him, then you never get past this force field.

I almost finished this game without the hint book, but after hitting the dragon for about ten hours I thought I was doing something wrong. Not so, you just have to bash away for another ten, boring hours and he expires.

Name and address eaten by Archimedes! (Sorry – Boggit.)

Lure of the Temptress

I have been stuck in Lure of the Temptress for almost three weeks now. So far I have given the flask to Luthern and he told me to talk to Grub, which I did. He gave me the lockpick and I also have the magician's diary. I can get into the

▲ The final encounter in the Temple of Darkmoon can become a real slog. This dragon requires some 'wellie' before he'll fall to your attacks, so grit your teeth!

magician's house and I know that I have to light the oil burner, but where is the tinderbox? I have asked, bribed, and looked everywhere, but I'm still tinderboxless. Please help or I'll format my disks.

Mark Mileham, Blackburn

The tinderbox is found in the forge. The entrance to the forge is a little difficult to find, but you can discover it by following the sound of the blacksmith's hammer, or you can simply go to the archway in Smithy Street and poke around until you find it.



▲ Having escaped from the wicked witch's cell, it's only a short jog across the hall (while dodging the mallets!) till you come to the cliff and a plunge into the sea. Providing you have a fish-bowl to stick on your head, the world is then your oyster.

Future Wars

I must admit that I am no adventurer, so that means I am rubbish at adventure games. The first, and probably the last adventure game I've ever bought is Future Wars. I can't find the secret passage which transports me into the future. I've taken the plastic bag, the key from under the carpet and the insecticide. I can use the key but nothing else. I'm stumped, so it's up to you, mighty know-it-all, to help.

Scott Dunning, Cheshire

So you had to go and pick a French game as your introduction to adventures. I'm ashamed of you. For a start you have left the bucket outside on the scaffolding, so go and get it.

Open the toilet door then examine the floor to find a tiny red flag. This is the kind of flag that military types stick in maps.

Operate the bucket on the sink to fill it with water. If you try to open the door to the east, the boss arrives through the north door and stops you. I suggest you put the bucket of water on the north door before you go east and that will keep him busy for a while.

Monkey Island II

I am pleading in desperation for help in Monkey Island II. In the solution printed in

August 92 it said, 'Walk to the front of the Governor's Mansion and pick up the dog'. When I try to do this the gardener says, 'I hope you are not touching that dog'. If I try to use my knife on the gardener it doesn't seem to work (which is a pity, I'd have liked to have seen a bit of gore.)

Chris O'Hara, Solihull

Who was that lady I saw you with last night? Or was it just a dog you'd picked up? You shouldn't try to pick up the dog until after it has shown it can smell out the map piece. What kind of a pervert are you?

Curse of Enchantia

I am stuck in Curse of Enchantia. When you fall into the sea after escaping from your cell, how do you get past the eels, and where is the worm that you must give to Mr. Fish? Please help me because it would be a shame not to be able to get anywhere with this game.

P.S. In Dune, if the Emperor wants a shipment of spice, get it to him! Also don't be in a hurry to give the Fremen your ornithopter.

Sandy Wilson, Fife

Dune

After reading several commendable reviews of Dune in computer magazines I nipped down to the shops and bought a copy. I love it. At present I am trying to write up a solution for some of my mates who just can't get anywhere. Unfortunately I can only get so far then I myself get stuck.

I have discovered all the seitchs on the planet. I have mined all of the spice, and the Emperor's next spice shipment is in 250 days. I have met Leto, Jessica, Duncan Idaho, Guernsey Halleck, Thufir Hawat, the prospectors, Stilgar, Harah and Chani. I have found all the villages and destroyed all Harkonnen troops and fortresses. I have drunk the Water of Life and can contact everyone on the planet.

I cannot get any further because I cannot persuade Chani to leave her seitch at Oxytn-Tabr. This is necessary in order to continue the final attack, as all characters must be assembled near the palace. Does anyone know what to do?

Here are some hints for other players. For anyone stuck looking for the village '... in the fish's mouth..' look on the ornithopter map to the west (left) of the palace. The sand dunes form the shape of a fish. Travel towards its mouth by ornithopter with Stilgar and Harah and they will point it out to you. There is another to the south of Tuono-Tuek. It is fractionally east of true south - you will miss it if you don't turn a little to your left in mid flight.

For anyone still stuck trying to find a leader, visit one of the Fremen Chiefs in one of the Habbanya settlements - they will give you directions. Harah must be with you.

Only attack the Harkonnen fortresses from the Ergsun seitchs with expert soldiers, otherwise they get captured and you will ultimately lose. Attack Harkonnen outposts with 7 or 8 troops at a time. Never use a massive attack as it will often waste about half your men, better to wait for a day. Captured Harkonnens don't lie, but they do exaggerate.

Shaun Ashton, Wigan

I confess I haven't played this game, (what do they call people who are afraid of worms?). However I'll dig deep in my goody box for anyone who can help this poor befuddled human.

Finally I should mention that those nice little humans at Gremlin software answered my plea for a solution to *Suspicious Cargo*, so if you were the poor unfortunate who wrote to me some time ago with a problem in this game, write again and I promise not to stuff your letter down a rabbit hole this time.

If you can stand the insults, you can write to:

The Boggit, The Old Blackthorn Tree, 29, Blackthorn Drive, Larkfield, Aylesford, Kent ME20 6NR.

Boggit's Domain

ACTION

The Action Guide gets better and better! This is the place to discover what games are the best and worst in each category. Read on...

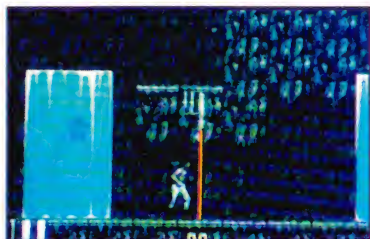
ARCADE ADVENTURE

1 EYE OF THE BEHOLDER II *US Gold* £32.99

It's the sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. It's an absolute essential so flippin' well run to your software store and buy it now. Definitely numero uno.

2 BEAST III *Psygnosis* £25.99

The absolutely superb final instalment in the Beast series. But don't shout 'you utter Beast' too loudly at the screen or the neighbours will wonder what you're up to...



3 LEGEND *Mindscape* £30.99

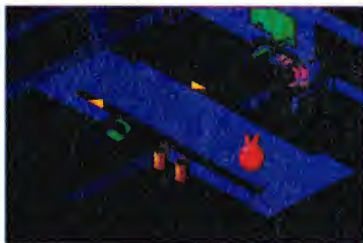
Dungeons and Dragons games tend to be just too complex for the beginner, yet rather too easy for the expert. Happily, this is not the case with Legend. It's suave, fresh, cool.

4 ASHES OF EMPIRE *Mirage* £29.99

Civil wars have never been quite so much fun!

5 D/GENERATION *Mindscape* £25.99

Initially the graphics may not appeal, due to the fact that they're isometric. We assure you that after just a couple of games you'll be completely hooked.



6 STORM MASTER *Silmarils* £29.99

Very weird, very different strategy game. Excellent.

7 LORDS OF TIME *Hollyware* £25.99

Quit your job - there's no way you'll want to go outside again.

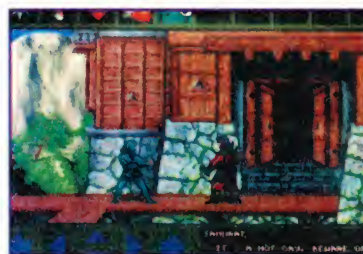
8 KNIGHTMARE *Mindscape* £30.99

Not much to do with the TV

program of the same name but this game will put down most others of the Dungeon Master genre.

9 SWORD OF HONOUR *Global* £25.99

There are two ways to become a Ninja. One is to travel to Japan and spend 14 years tied to a wooden pole while everyone breaks paving stones over your head, the other is to buy this game. Put your feet up and enjoy the excellent graphics and atmosphere.



10 HARE RAISING HAVOC *Disney Software* £34.99

Roger Rabbit, what a guy, what a game. Good cartoon style puzzle/adventure. Plenty of custard pies and fiery bottoms japes with this one.



11 INDIANA JONES AND THE FATE OF ATLANTIS *US Gold* £25.99

Indiana Jones cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series. And you'd better not be afraid of snakes!

12 DRAGON'S LAIR III *Readysoft* £29.99

Graphically, so stunning it knocks

your teeth out and buries them in the garden. But a little too difficult to get started.



13 THE RETURN OF MEDUSA *Starbyte* £19.99

Futuristic Dungeon Master clone. We've seen it all before and to a much better standard. You're advised to stay well away.

14 GUY SPY *Readysoft* £29.99

Some ace graphics don't really save this overpriced spy scenario.

ADVENTURE

1 MONKEY ISLAND 2 *US Gold* £37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.

2 LURE OF THE TEMPTRESS *Virgin* £29.99

Gorgeous graphics, great sound, and it also has great gameplay! If you haven't got the money, tough! It didn't quite defeat Monkey Island 2, though.

3 DARK SEED *Cyberdreams* £35.95

Explore a haunted house and the creepier parts of H.R. Giger's mind in this excellent, if gross, adventure.

4 INDIANA JONES AND THE FATE OF ATLANTIS (Graphic Adventure)

US Gold £37.99

Indy gets his whip out one more time. Can you prevent him from being arrested for indecent exposure? Superb adventure game.



5 THE LEGEND OF KYRANDIA

Virgin £25.99

A great adventure but on nine disks? Aren't things are getting a bit out of hand...

6 CURSE OF ENCHANTIA

Core Design £34.99

One of the Amiga's finest adventure games. Nice one.



7 FLAMES OF FREEDOM

MicroProse £34.99

Also-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.

8 THE LOST TREASURES OF INFOCOM

Activision £29.99

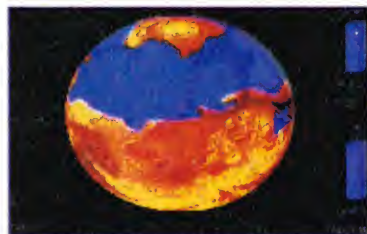
Fantastic collection of some of the best text-based adventures around.

Worth buying for the Hitchhiker's Guide alone. Wonder what Boggit makes of this collection?

9 DUNE

Virgin £29.99

Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance.



10 KGB

Virgin £30.99

Does KGB stand for Kiss Good Bye? Well, whatever it means, you won't want to let this go in a hurry.



11 WEEN - THE PROPHECY

Coktel Vision £25.99

Very weird, very different game. Nonetheless, an excellent release.

12 BAT II

Ubi Soft £34.99

If you're into difficult adventures, the BAT men at Ubi Soft may have something for you.

13 LEISURE SUIT LARRY 5

Sierra £34.99

The man in the dodgy suit is back, and he's still after one thing - dirty fun. Adults only.

14 HOOK

Ocean £25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.



15 FASCINATION

Digital Integration £29.99

Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

SHOOT'EM-UP

1 PROJECT-X

Team 17 £25.99

Truly explosive blast with superior graphics, sound and gameplay. It's so hard, you'll probably never finish it. But then, we're so hard, we did! Well, nearly.

2 ALIEN BREED '92

Team 17 £10.99

Budget version of the ace blaster, much improved. Wipes the floor with other alien annihilators.



3 ALCATRAZ

Infogrames £25.99

Alcatraz has been converted into a hiding place for a top drug baron. Armed police must go in.

4 EPIC

Ocean £29.99

It certainly is. Buy it.

5 FIREFORCE

ICE £25.99

If, in a few years time, your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

6 AMNIOS

Psygnosis £24.99

Multi-directional shoot'em-up with spectacular effects to offer you.

7 HOSTILE BREED

Palace £25.99

Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.



8 WRECKERS

Audiogenic £24.99

An intriguing storyline enhanced by atmospheric graphics is ruined by over-simplistic gameplay. A good try but didn't quite cut it.

9 ALIEN STORM

US Gold £25.99

It doesn't and never could have lived up to the ace action and excitement of the arcade original. One of those that was never going to make a decent conversion.

10

CYBERBLAST

Innerprise Software £25.99

Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

11

AQUAVENTURA

Psygnosis £25.99

A sea of disappointment awaits in this ocean-based shoot'em-up. Play Aquaventura and get that sinking feeling. Four years out of date and just too sluggish, it soon crashes into a watery grave.



12

THE OATH

Soundware £25.99

Why is it called The Oath? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?

13

G-LOC

US Gold £25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em-up, nothing more, nothing less.

14

COOL WORLD

Ocean £25.99

Based on the film which even the cartoon characters avoided mentioning in their CVs, this game is duller than being stuck in an igloo with a really dull person.



15

DALEK ATTACK

Alternative Software £16.99

Take on the role of the Doctor and save the world from the Dalek menace. Alternatively, buy a few planks of wood and build a staircase or two. It has the same effect.



SPORTS SIMULATION

1

PGA TOUR GOLF

Electronic Arts £25.99

One of the best golf sims available, but if you don't like golf, forget it.



2

SENSIBLE SOCCER

Renegade £25.99

Fast-paced soccer game. If you hate the Kick Off series but enjoy football, this game is for you.

3

ARCHER MACLEAN'S POOL

Virgin £25.99

Ever been down the pub and groaned when someone fluffed a double into the middle pocket? Now you can do it at home and avoid buying the next round.

4

PREMIER MANAGER

Gremlin £25.99

This slide tackles other management

sims off the pitch and avoids the red card by a wide margin. Excellent.

5

LINKS

Access £29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want?



6

REBEL RACER

Starbyte £25.99

Tron light cycles rip-off on an original 3D tip. (What does that mean? Ed.) We like it – not a lot of other people will.

7

INTERNATIONAL SPORTS CHALLENGE

Empire £29.99

Average sports game for average sports gamers. Lots of unusual features to keep you busy.

8

TV SPORTS BASEBALL

Mindscape £29.99

Okay ball slugger.



9

CARL LEWIS CHALLENGE

Psygnosis £25.99

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!

10

MEGA SPORTS

US Gold £25.99

Lots to do here in this big sports collection. You won't ever need to venture outside again.

11

LIVERPOOL

Grandslam £25.99

Good football sim, with all the usual features.

12

WINTER SUPER SPORTS

Flair £25.99

Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

13

TENNIS CUP

Loricel £25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.



14

THE AQUATIC GAMES

Millennium £25.99

Indeed, this game is a tad fishy. Not really up to the standard we've come to expect from James Pond, it seems like a bit of a space filler (Shouldn't that be 'plaiice filler'? – Hilarious Ed.)



15

STRIKER

Rage £25.99

A football game where you can actually play football! The main

play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout.

16

CHAMPIONSHIP MANAGER

Domark £29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there. Very in-depth and rewarding if you have the time and the inclination.

17

GRAHAM TAYLOR'S SOCCER CHALLENGE

Krisalis £25.99

The Challenge is to guess how GT got the England Manager's job.

18

EURO SOCCER

Flair £25.99

Basic footy sim.



19

EUROPEAN FOOTBALL CHAMP

Domark £25.99

It's memorable because this is the game where not only can you tackle the players, but kicking and punching them is far more effective.

20

LEEDS UNITED

CDS £29.99

Forget about the League. This game doesn't even get into the stadium.



21

CALIFORNIA GAMES II

US Gold £25.99

I wish we could all be Californian. Certainly this game doesn't make us want to walk around in ridiculous clothes and start riots in Los Angeles.

23

ESPANIA '92

Ocean £29.99

If you couldn't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea but a naff game.

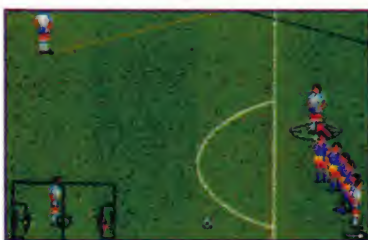


24

JOHN BARNES EUROPEAN FOOTBALL

Krisalis £25.99

Run of the mill football game endorsed by one of the country's greatest players. And it's a lot cheaper than buying a Sky dish next year...



25

SUPER SKI 2

Microids £24.99

Several average wintry type sporting events in this middle of the road game. Get out your woolly scarf and smother it.

26

ROBIN SMITH'S INTERNATIONAL CRICKET

Challenge £25.99

Only so-so, even if you like cricket. As we don't, you can imagine how much we liked this.

27

EUROPEAN CHAMPIONS

Idea £25.99

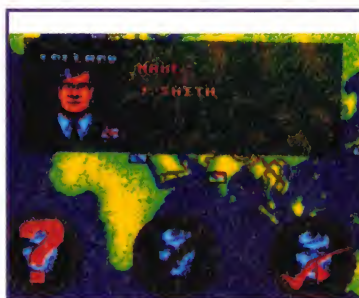
The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

28

FACE OFF ICE HOCKEY

Krisalis £25.99

Oiling your body for combat should be more fun than this. I think. Somehow, this manages to make Ice Hockey look more like Curling. Dismal.



29

WILD WHEELS

Ocean £24.99

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. Most gruesome and one that Ocean should forget.



1

REACH FOR THE SKIES

Virgin £29.99

The best flight sim currently available on the Amiga. What more can we really say?



2

GUNSHIP 2000

MicroProse £34.99

Ace helicopter sim which blows holes in all the opposition.

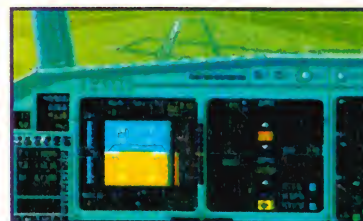


3

A320 AIRBUS

Thalion £35.99

Never in our days have we played a passenger plane simulator as good as this. Forget bombing missions, this is more technical.



4

SHUTTLE

Virgin £44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.



5

A10 TANK KILLER V1.5

Dynamix £34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

6

AIR SUPPORT

Psygnosis £25.99

Who'd have thought a wire frame flight sim could be so good?

7

FIGHTER DUEL PRO

Jaeger Software \$59.95

Import-only flight sim. Not bad but nothing special.

8

AV-8B HARRIER ASSAULT

Domark £34.99

If this game was a real-life aircraft, they'd have made disaster movies about it. Not very good.



RACING

1

FORMULA 1 GRAND PRIX

MicroProse £34.99

You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.

2

NO SECOND PRIZE

Thalion £25.99

Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.

3

LOTUS III THE ULTIMATE CHALLENGE

Gremlin £25.99

The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



4

CRAZY CARS 3

Titus £25.99

An improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

5

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin £29.99

The man Nigel lifted the trophy but this game fails to pip Lotus on the top place on the podium.

6

VROOM

Lankhor £25.99

Formula 1 racing without the technical side. Fast routines and nice gameplay make this an excellent buy. The best thing is Alain Prost doesn't appear.

7

JAGUAR

Core Design £25.99

Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.



8

INDY HEAT

Storm £25.99

A speedy birdseye-view racing game complete with multi-player options, and fancy cars.

9

ROAD RASH

Electronic Arts £25.99

A highly strange name for a game. Adrenaline junkies are in for some road racing fun.

10

RED ZONE

Psygnosis £25.99

The Red Zone - that area where you fall off your motorbike and the other riders fail to see you.

11

4D SPORTS DRIVING

Mindscape £25.99

Ever fancied wrecking a car on a dirt track? If you have don't buy this. Slow, jerky and very crap!

12

RACE DRIVIN'

Domark £24.99

This game was unofficially sponsored by Lada (Joke). Scrap it and never think of it again.

13

BIG RUN

The Sales Curve £25.99

It should have been re-titled Big Rip-off. Do not buy if you want to save your sanity.

BEAT'EM-UP

1

STREETFIGHTER II

US Gold £25.99

Slick game which kicks the heads in of all other beat'em-ups around.

2

MYTH

System 3 £25.99

Freaky number with all the ingredients of an excellent game. Mix 'em all together, put in the oven for 30 mins and hey presto!

3

WWF EUROPEAN RAMPAGE TOUR

Ocean £25.99

Resembles wrestling about as much as a car crash resembles a neat idea in recycling. Not wildly good.

STRATEGY

1

CIVILISATION

MicroProse £34.99

Quite a superb addition to the god business, from the game gods themselves.

2

CAESAR

Impressions £29.99

Not startlingly original in any sense but an excellent city sim set way back in the days of the ancient and infamous Roman Empire.

3

UTOPIA

Gremlin £29.99

Detailed and hugely engrossing space-operatic strategy affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers. Definitely for those who like strategy with shooty frilly bits.



4

CAMPAIGN

Empire £34.99

Huge strat number livened by the odd arcade sequence. Engrossing.

5

PERFECT GENERAL

Ubi Soft £30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. Look out for data disks which are now available.

6

DREADNOUGHTS

Turcan Research £29.99

3D naval warfare game based on battles from the beginning of the century. No radar or guided missiles here!

7

SIM EARTH

Ocean £39.99

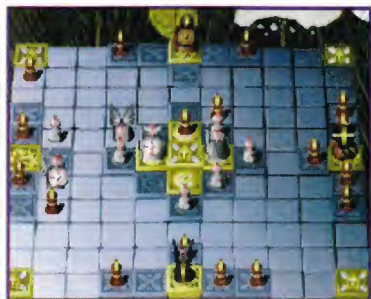
The manual took half a rainforest to make, so bear that in mind when you have to juggle the world's resources in this sequel to Sim Ant.



8

RAGNAROK*Mirage* £25.99

Do the Loki Koki in this chess-type game based on the Viking legends. Meatheads can enjoy the gore while pretending to be intellectual. Give it a go.



9

SABRE TEAM*Krisalis* £25.99

Throw away those sad copies of 'Macho Moron' magazine and get down to the next best thing. Be a SAS man and bring messages of peace and harmony the world.

10

ROME AD92*Millennium* £29.99

Rome if you want to... Okay, a bad joke, but the game's good and fun.



11

VENGEANCE OF EXCALIBUR*Virgin* £29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

12

VIKINGS*Krisalis* £24.99

Strap on that horned helmet and go and conquer the world! An okay strategy game – at least you don't have to wear the ridiculous clothes, but we wouldn't rush.

13

FLOOR 13*Virgin* £24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to number 10.

14

AIR BUCKS*Impressions* £25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.

15

RAMPART*Domark* £25.99

£26 seems like a lot of money to spend for just 5 minutes of entertainment. That is unless you live in King's Cross or something...



16

CHESS CHAMPION 2175*Oxford Softworks* £19.99

Nice version of chess, plenty of options.

17

DISCOVERY IN THE STEPS OF COLUMBUS*Impressions* £24.99

Oh, life on the ocean waves. Explore the New World, kill lots of natives and the like. Should've been better.

18

WARRIORS OF RELEYNE*Impressions* £25.99

Pretty standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

19

SIMANT*Ocean* £34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

20

NO GREATER GLORY*SSI* £25.99

Definitely one for American Civil War experts. Trouble is, most of them were killed 130 years ago.



21

MAGIC WORLDS*Daze Marketing* £25.99

RPG warriors/ heroes/tough nuts, this is a collection for you! Reasonably entertaining stuff from newly found Daze.

22

SAMURAI - THE WAY OF THE WARRIOR*Impressions* £24.99

Wooden armor and razor-sharp katanas meet horsemen with bows in this bland wargame.

23

CONFLICT KOREA*SSI* £29.99

Yet another production line strategy game. Crude graphics, usual strategy features. Certainly not anything worth fighting over.

ARCADE STRATEGY

1

RULES OF ENGAGEMENT*Mindcraft* £25.99

Great presentation, but the time delays on the Amiga make you want to bite bits out of a sofa. Far too slow and stressful for sofa lovers really.

2

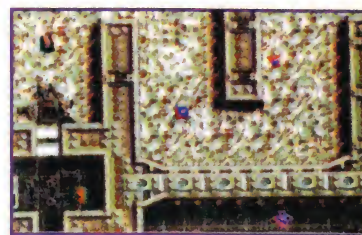
GALACTIC EMPIRE*Tomahawk* £25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

3

CYTRON*Psygnosis* £25.99

The sort of game you'll soon be running errands for your mum to avoid playing. Best enjoyed when you've nothing else to do.



PLATFORM

1

ZOOL*Gremlin* £25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



2

ASSASSIN*Team 17* £25.99

Assassin exterminates all the competition in this beat'em-up platformer.

3

THE ADDAMS FAMILY*Ocean* £25.99

They're crazy and they're kooky. Yep, we're sure they are – over a thousand screens of platform fun!

4

PARASOL STARS

Ocean \$25.99

Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? - Ed.)

5

FIRE & ICE

Renegade \$25.99

Sigh, not another platform game... This one is different. Graphically excellent with great sound.

6

PREMIERE

Core Design \$25.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?



7

SILLY PUTTY

System 3 \$25.99

We all remember Silly Putty. You know, the squidgy stuff you could bounce, break and attempt to feed to the neighbour's dog. Well, it's back in this graphically excellent, although slightly sluggish game. Oh, and it's actually called Putty now without the Silly.

8

JIM POWER

Loriciel \$25.99

Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

9

DELIVERANCE - STORM LORD 2

21st Century \$25.99

Once again nice graphics and nice sound put this platform game up at the top with the big boys. Another good 21st Century release.

10

TROLLS

Flair \$25.99

The Trolls return to gasps of disbelief from those who encountered them in plastic form all those years ago. But this time, it is Zool who is the target.



11

RISKY WOODS

Elect Arts/Dynamics \$19.99

Another quality product from EA.

12

MCDONALD'S LAND

Virgin \$25.99

A worrying new trend is stalking the world of computers. You thought product placement was bad enough in films - it hits the big time in this stomach churning release.



13

ELF

Ocean \$24.99

A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean.

14

BC KID

Ubi Soft \$25.99

Graphically, so cute it makes you want to vomit over your mum's carpet. Well worth buying a mop and a packet of Stair Devils for.

15

JOE AND MAC

Platform \$25.99

Rescue your kidnapped love (again)

in this Caveman caper. Comes into its own in two-player mode.

16

LETHAL WEAPON

Ocean \$25.99

The male bonding duo, Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis in this film tie-in. OK but sadly lacking in variety.



17

DOJO DAN

Europress Software \$25.95

Middleweight platform affair which lacks the clout to put a dent in the opposition. A pity.

18

UGH!

Play Byte \$25.99

Actually, the game isn't as bad as it sounds, although it's a little short in the lastability department. For prehistoric cabbies only.

19

TEARAWAY THOMAS

Soundware \$25.99

More frustrating than being glued to the ceiling and locked in a room.

20

DOODLE BUG

Core Design \$25.99

Core slip up with this release. Sub Sonic in every sense.

21

CAPTAIN DYNAMO

CodeMasters \$7.99

Well worth breaking into £10 for.

22

HOI

Software Business \$25.99

Don't expect much from these green screen heroes.

23

COOL CROC TWINS

Arcade Masters \$25.99

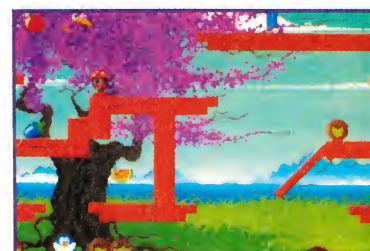
Why do we get wary when lovable green creatures with attitude start to appear? Call it Turtleitis.

24

CRAZY SEASONS

Idea \$25.99

We'd rather have our teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.



PUZZLE & QUIZ

1

BILL'S TOMATO GAME

Psygnosis \$25.99

Fruity number (groan) ripe (aargh) for the plucking (mfrmbble).



2

TRODDLERS

The Sales Curve \$25.99

Throw yourself off a cliff in style with this puzzle game.

3

PUSH OVER

Ocean \$25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.

4

GOBLIINS 2*Coktel Vision* £29.99

Sequel to Goblins. Excellent.

5

WIZKID*Ocean* £25.99

Great graphics and silly fun abound in this vegetable based game. Yes, we did say vegetable.

6

GOBLIINS*Dream Factory* £25.99

A tricky little number with a few irritating features. And that's just the elf who lives at the bottom of our gardens. (You feeling all right? - Concerned Ed.)

7

BUGBOMBER*Kingsoft* £24.99

Strangely addictive puzzle bomb'em-up. Check it out.

8

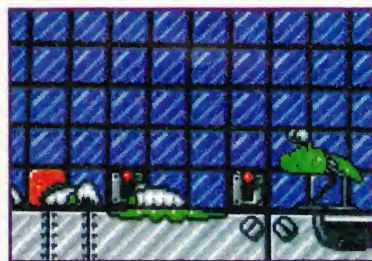
CASTLE OF DOCTOR BRAIN*Sierra* £34.99

Complicated, taxing, impressive. Puzzle fans will definitely be in their element.

9

STEG*Code Masters* £7.99

Slippery fun with a cute slug.



10

SUPER TETRIS*MicroProse* £29.99

Nice blockbusting work from MicroProse in this worthwhile update to the Tetris phenomenon. There's an explosive element, too, just to keep things ticking over.

11

TINY SKWEEKS*Loricel* £26.99

Why is this game lacking in originality? It'll put a smile on your face for a while.

12

LOCOMOTION*Kingsoft* £25.99

A train game with all the interest of a British Rail timetable.

13

CATCH 'EM*Prestige* £25.99

Dodgy game with puzzle elements.



1

AMBERSTAR*Thalion* £29.99

It's been a pretty lean time for decent RPGs this last few months, but Amberstar bursts on to the scene to put the rest to the sword. Not much cop graphically-speaking but some excellent gameplay makes this one worth catching hold of.

2

MIGHT AND MAGIC 3*US Gold* £40.99

Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.

3

BANE OF THE COSMIC FORGE*US Gold* £37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing.

4

PALADIN II*Impressions* £29.99

Graphically crude but excellent strategy number. Impressions come back to impress us after a shaky few months. Even better than the first, as well.

5

POOLS OF DARKNESS*US Gold* £30.99

Once again an official Dungeons & Dragons product hits the bullseye. Or should that be the dragon's eye? Don your cloak and find out.

6

SHADOWWORLDS*Krisalis* £25.99

Some frustrating moments but a generally good all-rounder.



7

STARFLIGHT 2*Electronic Arts* £25.99

There's little in the way of graphical excitement but plenty in RPGish teasers. Fans of the original will not be disappointed.

8

DUNGEON MASTER/ CHAOS STRIKES BACK*Psygnosis* £25.99

A decent couple of titles that still stand up well today. Brings out the devil in you...

9

EXODUS*DMI* £25.99

An unoriginal plot is turned into a neat space combat strategy sim. Worth a look.

10

ISHAR*Silmarils* £29.99

Initially frustrating but stick with it to reap plenty of rewards.



11

MEGATRAVELLER 2*Empire* £29.99

If RPGs are your thing, then you'll probably enjoy this. However, we found it rather too graphically crude and frustrating.

12

SHADOWLANDS*Domark* £29.99

Overrated product where RPG stood for Rancid Putrid Game. Suspect - best avoided.

13

TREASURES OF THE SAVAGE FRONTIER*US Gold* £32.99

This Dungeons & Dragons rip-off is less fun than being dangled naked over a crocodile pit. Keep away from it.

BAT & BALL

1

PINBALL FANTASIES*21st Century* £27.99

What a brilliant game. A simple idea, with wild graphics and some loony tunes, this is a must-buy. The awesome sequel to the original. There isn't a cliché good enough to describe it.

2

PINBALL DREAMS*21st Century* £25.99

If you're the kind of drooling simpleton that runs to the new pinball machines down the amusement arcade just because you fancy playing with little balls, this one is for people like yourself... An excellent buy.

3

BUNNY BRICKS*Daze* £25.99

There are two ways to lose interest. One is to deposit a large sum of money in the Cayman Islands branch of Maxwell Plc, the other is to play this horrific creation for any time period over 2.5 seconds. Well, you can count us out. Now where's our copy of Arkanoid?

Guess who didn't buy
AMIGA ACTION this month...



NEXT MONTH...

Well, knowing Burt's luck, he'll probably miss, what with Evening Shade and the rest, but for a sure-fire hit, there's only one place to turn...

Next month, in your all-new Amiga Action, we'll be reviewing the superb **BODY BLOWS, UNIVERSAL MONSTERS, CHUCK ROCK II** and **WALKER!**

We'll be featuring the recent **ARCADE MACHINES SHOW AT EARL'S COURT** and the latest thing in networked flight sims!

And finally, we'll be unravelling **WAXWORKS, GOBLINS 2 AND ALIEN BREED '92** for you in the GTGA section!

So don't forget to look out for Amiga Action, the World's Best Amiga Mag, out **ON SALE ON THE 11TH MARCH!** Or we'll never speak to any of you again!

AMIGA ACTION

DARKMERE



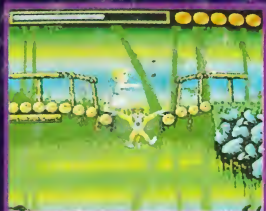
THE NIGHTMARE IS ABOUT TO BEGIN



GET READY 4 THE INVASION

COMIC RELIEF

HAVE AT LAST GRASPED THE FACT THAT ALL THE PEOPLE WORTH COMMUNICATING WITH THESE DAYS BUY COMPUTER GAMES - AND IT'S A REVELATION WHICH THEY HOPE IS GOING TO MAKE THEM A BLOOMING FORTUNE TO PLOUGH INTO BRILLIANT PROJECTS IN AFRICA AND THE UK.

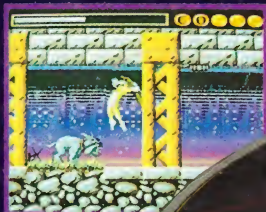


C64 (DISK & CASS.)

ATARI (STE ONLY)

CBM AMIGA

IBM PC



PLAY
THE
GAME
FOR...

COMIC
RELIEF

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL: BUY SLEEPWALKER - A DECISION YOU WILL NEVER REGRET - THE GAME IS VOICED BY LENNY HENRY, AND WORKED ON BY SOME OF BRITAIN'S FINEST COMIC MINDS (and a couple of gits who happened to be round that evening). A DONATION FROM THE SALES OF SLEEPWALKER WILL GO DIRECT TO COMIC RELIEF.

TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993. ORGANISE YOUR VERY OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HARRANGUE YOUR FRIENDS.

ocean

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